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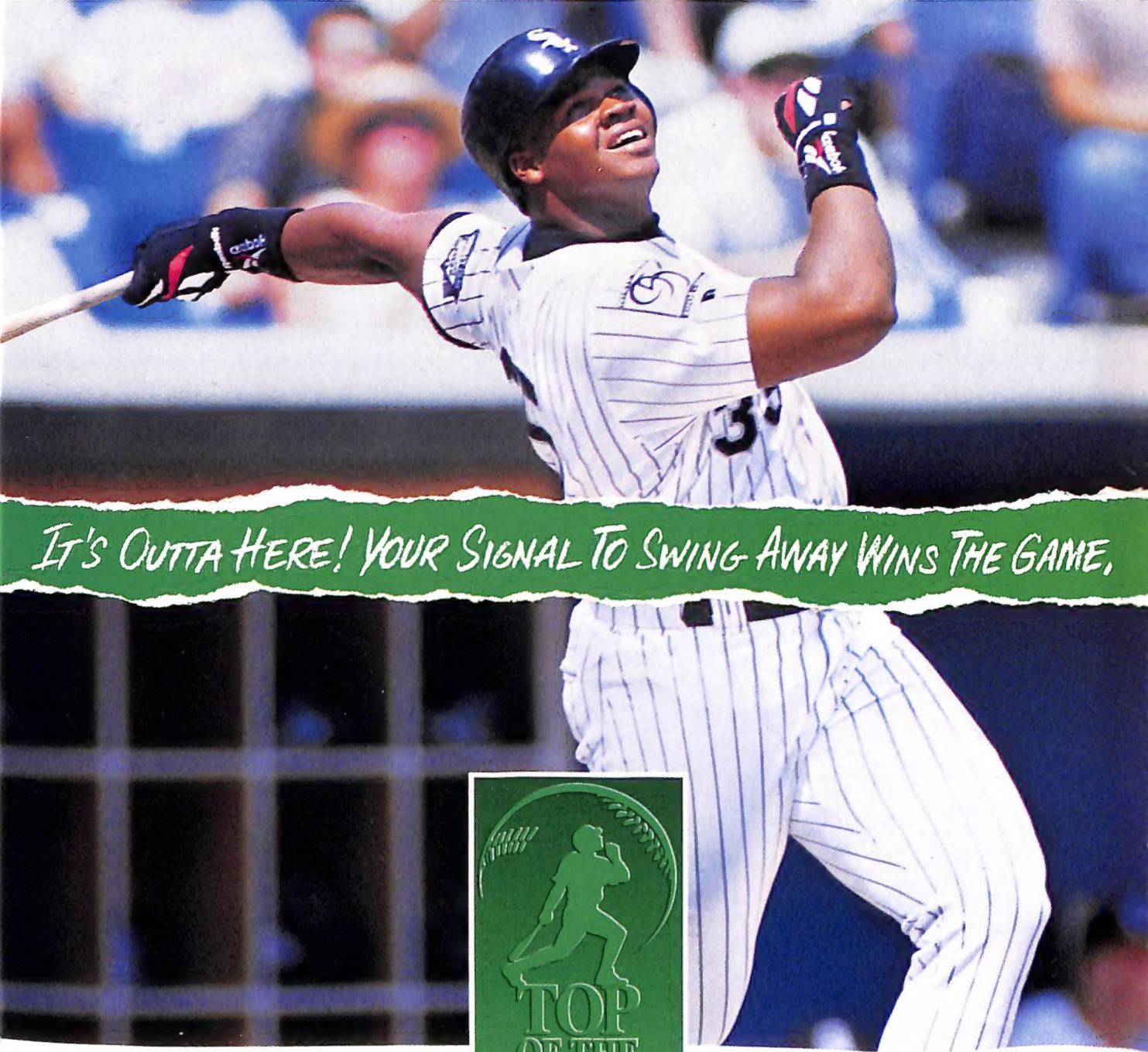
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MARCH 1996

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# 1996 Unfolding

We've just about wrapped up the first year of publishing *InQuest*, and it's crazy to see all the changes that the magazine's been through. We've tried lots of new things—some worked great, some not so great—but overall the product we deliver is a tremendous group effort. The magazine is put together by a group of people who really care about what they do as well as the industry in which they are involved. The *InQuest* crew, the editors, designers, price guide researchers and game-testers run themselves ragged trying to outdo themselves with every issue, and they do. I think you'll agree that with every issue we've progressed and matured as a magazine.

We had to. 1995 proved to be a turbulent one for the still-infant gaming community, and we've had to adapt. As 1996 unfolds we stand at a crossroads, wondering where the industry goes from here. Though retail sales on CCGs may not be as high as they once were, the interest in playing has certainly remained. *Magic* will continue to be strong, with lots of new younger players coming aboard. The game is just too well-designed (and too darn fun!) to fall by the wayside. I also believe that a handful of really top-notch games will stand out in the sea of lackluster CCGs that were released, most notably *Star Wars*, *Middle-earth*, *Rage* and *OverPower*.

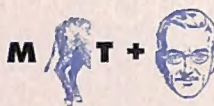
Support for the CCG market will also materialize in the form of outside-interest games. While sci-fi and fantasy games are cool, expect new fans to enter the scene with the sports- and video-game-based CCGs that are slowly popping up. While the video-game-based CCGs like Topps' *Killer Instinct* should catch some attention on the shelves, expect the sports games to really turn some eyes to this hobby. The two biggest out there now are Donruss' *Top of the Order* and *Red Zone*, a baseball and football game, respectively. While *Red Zone* plays better than *Top of the Order*, they both will draw attention from sports card enthusiasts who will want to collect a full set of each for their sports card collections. Hopefully some will take a couple of minutes out, realize how much fun the games are and play as well as collect, maybe even getting their friends into it.

It's part of what this hobby needs to do. Diversify, test new genres, come up with new systems of game play and produce quality products. That combination will insure that not only will this industry maintain its energy, enthusiasm and viability, but that it grows, reaching out and expanding to different marketplaces.

And finally, a belated Happy New Year. Enjoy 1996 and keep on trying new games. I know I will. They send us everything free. Whoo-hooo!

See ya soon,

Gareb S. Shamus  
Publisher



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the guys and gals who make this





# even sauron wants to play!



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# INQUISITION



## NEW GAME IN TOWN

The long-anticipated *Middle-earth: The Wizards* CCG has arrived from ICE. Could it could swipe *Magic's* #1 CCG crown? We went online to see what fans had to say about *Middle-earth*.



### Pro

I grew up with Tolkien's characters—the sagely Gandalf, the mysterious Aragorn, the delightful hobbits. Tolkien's *Lord of the Rings* is what got me into fantasy.

I haven't played that many card games yet, but I do know that ICE's *Middle-earth: The Wizards* gives you a spectacular world to play in—Tolkien's world. It's what's gotten me into collectible card games.

**Justin Hamilton**  
Phoenix, AZ

*Middle-earth* is awesome! It's about time a collectible card game came out that had some roleplaying aspects to it. Everyone complains that a good CCG needs to have simple rules, but I totally disagree. Look at roleplaying games like *Dungeons & Dragons* and *Vampire*—do you think you can learn how to play them in one night? It's their complexity that makes them worthwhile. I think *Middle-earth* has a lot of possibilities because of its complicated rules, not in spite of them. I think the *ME* player's guide will help a lot when it comes out, but until then, I'm game for trying to figure out the rules on my own and just making up what I can't figure out. Way to go, ICE!

**Jacob Siegel**  
Rochester, NY

### Con

One question: Why is *Middle-earth: The Wizards* a card game? The movement phase, with all those sites and regions and havens, is way too complicated—it's impossible to figure out without a map. (And the map in the rule book has no names on it, so it's really no help.) This would have been a much better board game.

**David Poinsett**  
Detroit, MI

I'm totally fed up with these new collectible card games, especially *Middle-earth*. I love Tolkien and *Magic*, so I thought I'd give *Middle-earth* a try. Man, was I disappointed. The game seems pretty neat...if you can figure the rules out. And it's just too expensive to build a good deck. I've got all these cards that can be played at Minas Tirith, but guess what? I didn't get a Minas Tirith, and none of my friends did either. I'm sticking with *Magic*. At least you don't have to buy 50 bucks' worth of cards just to be able to play one card.

**Jeremy Smith**  
Providence, RI

*Solid points all around. Overall, fans seemed to dig the game. (We think it's keen.)*

*Okay, back to our regularly scheduled program...*

### Fed Up

I am writing to express my anger over the quality (or lack thereof) and excess in quantity of the CCG industry. You discussed it in your "Delays Plague Card Game Market" article ("InQuest News," *InQuest* #9).

After *Magic* hit the big time, every comic and card company in existence rushed to throw something out to us so that they could make a buck off the frenzy. These products are commonly hyped during the earliest stages of their development; it's usually months until they're released. By that time everyone has forgotten about the game, I can assure you.

Several months ago, after reading an article about the *Star Wars* CCG in your mag, I was all ready to go down to my card shop and buy a starter deck. Now, three months later, I'm sick of waiting. I bought this month's issue of *InQuest* and *Scrye* with the money I saved. If the game's not on the shelf, younger gamers aren't going to wait. For a lot of us, we don't have the money to pre-order boxes or sets; it's an impulse buy, like a booster pack on the way home from school. But this isn't the only problem with this market flooding.

When most of these games finally do get out, they suck! Again, these companies threw out rushed products to ride on *Magic's* coat tails. The reason *Magic* started this revolution in gaming—and is still the undeniable leader—is that it's a wonderful, well balanced game.

It's not that I think every card game but *Magic* sucks. Actually, I've seen quite a few games that I think have some





potential. I just think the core of this problem is that companies believe that this is a craze, a flash in the pan, and rush to sell something before people quit liking CCGs.

Richard Garfield created such a cool game because he believed in the *game*, not a passing trend. It doesn't matter how you hype it or what superhero you put on it, you can't fool us. A game, after all, needs to be fun above all else.

Luke Pebler  
Cyberspace

Well, that about sums it up.

HOW ABOUT USING  
AQUARIAN? HEY, IT'S  
A GROOVY NAME.



## Thy Name in Vain

Issue #8, page 10, the squirrel's comment. Please cease and desist using Jesus' title like that. Poorly done. But if you must do that, please be fair and also use the names of Buddha, Krishna, Mohammed, Moses, Confucius, etc., etc., in the same way. This is the single thing that has most annoyed me in your entire run so far.

Charles Hadden  
Havertown, PA

You've got a point. Maybe it's not fair to use Jesus' name in vain like that. Just to make sure, we asked

Christ himself. Here's what "Big J" said: "It's cool with me. Hey, wanna see a neat trick with a fish and a loaf of bread?"

Geez, what an easy-going guy.

## Card Stock Attack

The "Card Stock" column ("Year's End") in *InQuest* #9 by Douglas Goldstein complains of the *Homelands* card Giant Albatross: "The ability has nothing to do with being a Giant Albatross." (The ability in question is "U1: Bury all creatures that damaged Giant Albatross this turn. The controller of any of those creatures can pay 2 life to prevent that creature from being damaged...")

In other words, a fatal curse punishes the one who shoots the albatross, and this curse is lifted only through great suffering. It's "The Rime of the Ancient Mariner." Read a book!

Arthur Bullock  
San Andreas, CA

Well, we can't apologize enough. To prove it, we've fired Goldstein's ass. Hope you're happy.

## Publishing Dumb Letters

I have some questions about *Magic* and "Inquisition" in general.

Why do you publish dumb letters?  
Iborg2  
Cyberspace

Because if we didn't, people like you would never get letters published.

## Head Games

Help!!! I'm trying to complete a *Marvel OverPower* card set and I'm having a hard time doing it. Not because of the cards, but because you guys keep changing the set list!

In issue #5, the game review stated that the set was 384 cards. In issue #6 and #7, the checklists both said that the set was 341 cards. But in issue #8, the price guide lists the set at 388 cards.

I love your magazine, but we need to clear this little problem up so I can sleep well at nights.

Brad Paul  
Swift Current, Saskatchewan, Canada

Whoops, our mistake. The actual amount of cards in the set is 386.



## Takklemaggot Breath

Jeff "Takklemaggot Breath" Hannes: Saw your theme deck where you equated the Carolina Panthers with Armor Thrulls. Obviously, there weren't enough cat cards for the NFL teams with feline mascots, so you decided to go the cheap and easy route by classifying the expansion teams as cannon fodder.

Since then, Hasran Ogress puppy, the Carolina Panthers have broken all sorts of expansion team records, not in the least by slapping down the defending Super Bowl champion Forty-Whiners in humbling defeat. Not at all like an expansion team, is it?

No need for you to apologize, Orgg-face. Since you're no doubt eating your words, you can continue by eating all 10 zillion Armor Thrull cards still out there in circulation.

Panthers rule!  
R. Eric Smith  
Raleigh, NC

Jeff sez: "I picked the Thrulls because they seemed like the closest thing to scrubs in *Magic*. That's not to say scrubs are bad—if a group of rejects from the other 28 NFL teams can win almost twice as many games as my beloved *Giants*, power to them. Anyway, at least the Panthers got the better of the two Thrulls. And when was the last time you saw someone play a *Stone Giant*?"

## The Meaning of Life

I just want to know one thing: What is with those pictures of disgusting feet [in "Inquisition," *InQuest* #8]?

Brian E. Cilley  
Sesame, PA

You're lucky we didn't show you the crotch shot.

## P E N

Get in touch with your fellow game fans! Send your name, address, e-mail address (if you've got one), age, gender, and three favorite games to [InQuestMag@aol.com](mailto:InQuestMag@aol.com) or mail it to us at: IQ Pen Pals, c/o *InQuest*, 151 Wells Ave., Congers, NY 10920. Make a friend!



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## Rantings from the Edge

What a great mag! I hate you all and hope you die. Don't take that personally though. I swear I'm not insane, despite what the doctors say. Anyways, I have a few questions, suggestions and comments.

1. Have Anson Maddocks do every cover.
  2. Put more hot comic babes in your magazine.
  3. Include more cool *Magic* cards in each issue (10 would be nice).
  4. Send me a couple dozen yellow rubber chickens. I have special plans.
  5. When is *Magic* coming to the Internet?
  6. How do you keep a trained squirrel from leaving bite marks on a Counterspell?
  7. Please include more articles on RPGs.
  8. Could you please include a list of *Magic* tournaments around the country?
  9. Thanks for explaining how people took a dump in the Middle Ages ["Reality vs. Fantasy," *InQuest* #5]. I've always been puzzled about that.
  10. When is the picture of the werewolf on page 74 of issue #8 going to transform?
  11. Send me rubber chickens.
- Randy Breneman**  
Ada, OH

1. Another one's in the works.
2. What do you mean more?
3. Don't hold your breath.
4. Okay, just this once, but don't ask us again.
5. Refer to answer No. 3.
6. You beat it.
7. We're working on it.
8. See our new Shows & Conventions department. This month it's on page 69, dude!
9. No prob.
10. After you've knocked back a pint of gin.
11. You blew it. You get nothing.

## Without a Rule Book

What the hell does tapping mean? I've been playing for a year, but still can't figure it out.

**Grizzly**  
Berkeley, CA

Playing what? What I think you're looking for is this: Tapping is a dance form using small metal tabs

placed under the toe of your shoe. While you dance, you make "tapping" and shuffling sounds with your feet that complement the music. Fan fave Gregory Hines is probably the biggest star to emerge in recent decades, thanks to his exposure to mainstream America in movies like "Tap" and "White Nights."



## Secrets Revealed

I'd figure I should write to you, because I'm bored and have nothing else to do in my poor pitiful life. I think the Veteran Bodyguard looks more like Chakotay from *Star Trek: Voyager* than anyone else. Oh yeah, can you possibly explain the guy in "Inquisition" in *InQuest* #4 who has a head made from cheese and is speaking in Spanish?!

Sincerely  
**Ryan Fitzpatrick**  
Delmar, NY

He's a guy with a giant block of cheese for a head saying "Hello! My name is brother of Jerry. My head is a giant wedge of cheese" in Spanish. That's all the explanation you get.

## Snack Hunter

You know that floating head in *InQuest* #8 about the 30 most FAQs? Is he related to that guy on the Doritos or Eagle snacks commercial? If so, can I have his autograph and plenty o' bags of snacks?

**H. Goldberg**  
Cyberspace

The floating head is Marc Wilkofsky, Contributing Editor to our sister publication, *Wizard: The Guide to Comics*. And as far as we know, he isn't related to Jack Klugman, but he did make an appearance

# The Name of the Game

True stories behind the names of game cards

**Shivan Dragon:** When he was a child, *Magic* designer Richard Garfield and his family lived in Bangladesh briefly and spent over four years in Nepal. Shiva is the name of the Indian god of destruction.

**Black Lotus:** Why should a one-shot artifact that gives you three mana of any one color be a flower? Garfield says, "I liked the idea of a lot of power being contained in a flower—transient, not a permanent object like a ring, but more flexible."

**Llanowar Elves:** Although "Llanowar" can be anagrammed into "war on all," Garfield simply invented the name for its sound.

**Kormus Bell:** Kormus (pronounced "kormoo") was an undead villain in Garfield's *Call of Cthulhu* roleplaying campaign at the University of Pennsylvania, where he studied as an undergraduate and graduate student. Kormus didn't use a bell in that campaign, but then again, he wasn't trying to animate any swamps.

**Nevinyrral's Disk:** Yes, "Nevinyrral" is Larry Niven spelled backward. The science fiction author's 1969 story "Not Long Before the End," the first of his "Warlock" stories, inspired this destructive artifact. That story features a floating disk that spins ever faster, consumes all mana in the vicinity and thereby destroys all magical creatures and enchantments. Most of the "Warlock" stories appear in Niven's book *The Magic Goes Away*. "Not Long Before the End" shows up in a sequel anthology Niven edited, *The Magic May Return*.

**Yotian Soldier:** The designers thought of this 1/4 artifact creature as a toy soldier, so they reversed "toy" and added "ian."

—Allen Varney

Ever look at a card, scratch your head (or whatever) and ask yourself, "Hey, I wonder where they got that name from?" Then write down the name of the card, the game it comes from, your full name and your mailing address and send it to:

**The Name of the Game**  
c/o *InQuest*  
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e-mail: [InQuestmag@aol.com](mailto:InQuestmag@aol.com)

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# MAGIC: The Creations

The fan who invented the best Magic card this month wins three different foreign edition Magic packs and a Palladium Wars card signed by Ed Beard Jr. (The other guy just gets some packs of whatever was sent free to us this month.)

## GRAND PRIZE WINNER

### BOG GIANT

Mike Ebert, Novato, CA



### INSPIRATION

Dale Mulcahy, Madison, AL



To enter, send an original Magic card no bigger than 8 by 11 and a quarter inches (use an existing Magic card and just glue on new art and stuff if you want) to:

### Magic: The Creations

c/o InQuest  
151 Wells Ave.  
Congers, NY 10920

### CONTEST WINNERS

\*Scotty White of North Massapequa, N.Y., was the Grand prize winner of InQuest's Dream Team InQuest Contest. He walks off with a complete set of WildSwarm game cards, including a card autographed by WildSwarm founder Jim Lee.  
\*Steven John Szabo of Footballo, Wash., won all of Magic: The Gathering's special lands by sending in a couples ball memo (let's call it #5's Meme) to InQuest's Magic: The Gathering Contest.



on "The Tempestt Bledsoe Show" where he said he felt like "a hunky piece of meat."

### The Real McCoy

I was just reading your magazine when I wandered onto page four of your November issue. I had a question to assistant editor Mike Fasolo. Did you star in the movie "Christine"? I saw his picture and nearly hurled my Chee-tos.

Jesse B. Weston  
Bessemer, AL

The truth of the matter, Jesse, is that Mike did star in "Christine." But after that one role, he was so typecast as a homicidal wacko that he couldn't get work anywhere else. We took pity on him and gave him a job as our proofreader.



### The Ol' Eight Ball Strategy

I have five life left, with no defenders on my side. My opponent taps his Force of Nature to deliver the final blow. When he looks down at his cards, I smack him in the head with one of those magic eight balls, scatter his cards and declare myself the winner. He says I cheated. Who is the winner?

Fazor  
Dallas, TX

Hey, last man standing wins.

### Tunnel Vision

When are you guys going to realize that there is nothing that can save Magic: The Gathering? The game is flopping around like a fish out of water. In the meantime, games like Guardians and Heresy are pounding the last nails into Magic's coffin. To me, and many others, it appears that you have a very bad case of tunnel vision, and you are afraid that if people do find out about the other games out there, they won't be as interested in Magic or your mag. Do us all a favor and broaden the scope of your mag, so that others may broaden theirs.

Chad M. Dubesa  
Lorain, OH

Magic isn't quite dead yet, nor is it likely that it will be dying anytime soon. We understand that readers need to see articles about other games, and we have been doing just that. Recently we've reported on games like Middle-earth: The Wizards (InQuest #8, #10), Star Wars (page 32), Mythos! (page 36) and Fantasy Adventures (page 70). There are a lot of games out there. You just have to give us a little time to get to everything.

### Ice Age Idealists

My family and I live on a homestead in Alaska, seven miles to the nearest town (population 500), three miles to the nearest road. Every Sunday we gather around a table under a propane light (we have no electricity) and play what I refer to as "Epic Magic." My son and his friend motor in via snow machine and other regulars arrive by sled dog team. Our sessions usually last from noon to midnight.

During the week, much of my time is spent thinking out different combos and deck ideas on the back of my dog sled. There are few things more serene than gliding across the hard-packed snow—mountains reaching up to 20,000 feet all around—and imagining what havoc I can reap with a Spectral Shielded Time Elemental and a handful of lousy Norritts.

Jon Nierenberg  
Panguingue Creek, Alaska

We're glad to hear that Magic has given you something more to do than shovel snow up there in the Arctic zone. Hey, if you need any kindling, we've got plenty of commons.

That's all she wrote, folks. We'll see ya in 30. In the meantime, make sure to exorcise, eat your Thalids and stay healthy.

Send yer letters to  
InQuestMag@aol.com or:

**INQUISITION**  
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Include your full name, mailing address and phone number in all letters. Some letters may be edited for space.



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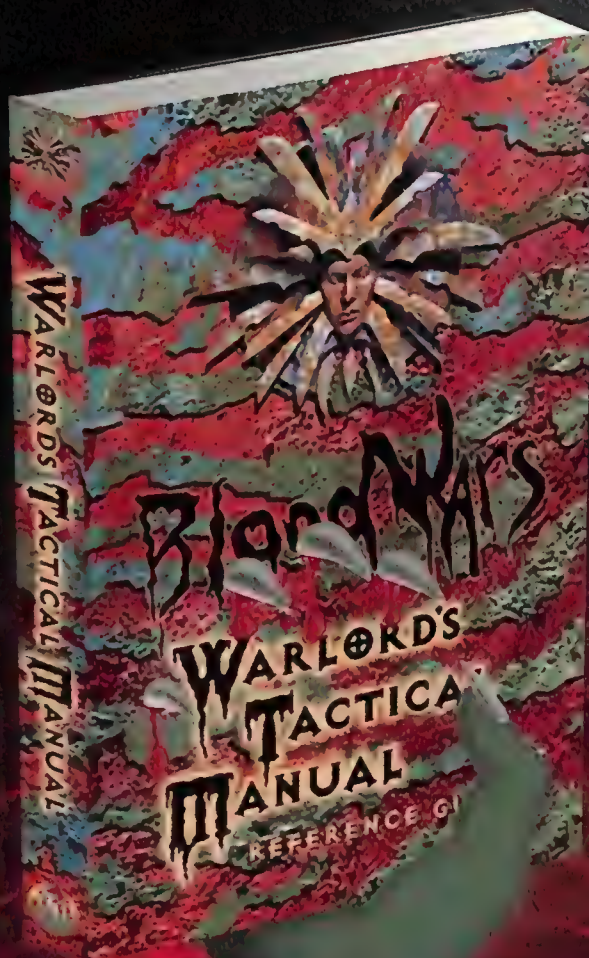
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IF IT'S NEWS,  
IT'S HERE!

# MAGIC PRO TOUR DEBUTS

**W**izards of the Coast will hold the first in a series of professional *Magic: The Gathering* tournaments Feb. 16-18 at the Puck Building in New York City.

"It is our objective to establish *Magic* as an intellectual sport much along the same lines as Bridge or Chess," said Ronnie Noize, marketing director of the *Magic* Pro Tour. "The Pro Tour will help us reach that goal."

The tournament has two divisions. The seniors division consists of 256 players, ages 18 and up. The juniors division has 128 players, 18 and younger. Each group will compete for 16 prizes totaling more than \$30,000, including a \$12,000 cash prize for the seniors' winner. The juniors will receive scholarships equal to the seniors' prizes.

Both tournaments will use modified Type II rules that require players to use at least five cards each from the Fourth Edition, *Fallen Empires*, *Chronicles*, *Ice Age* and *Homelands* sets. Two-hour, Swiss-style rounds will determine the top eight players. The final three rounds will be single-elimination, with three hours allotted to each.

Registration for the event opened in mid-December.



Despite a \$50 entrance fee for all players, the seniors tournament sold out within two hours. The juniors tournament filled more slowly; at press time, a few slots remained open. Observers can also attend for \$10.

Competition at the event should be fierce. W.o.t.C. specially invited the top eight players from the 1995 world championship and the top two from 1994, including world champions Zak Dolan and Alexander Blumke. All intend to attend and play.

W.o.t.C. has also scheduled a few activities outside the tournament play. There is a casual reception Friday night. An archive of original sketches, original artwork, unusual misprinted cards and other special items will be on display Saturday. On Sunday, the W.o.t.C. research and development team will organize *Magic* games.

W.o.t.C. plans to host five pro tournaments this year. The next one is tentatively scheduled for late spring in Southern California; the company hopes to announce specific dates and locations at or before the New York tournament.

—Rich Warren







INCORPORATED

Logo TM & © White Wolf

## White Wolf Reduces Staff

White Wolf Game Studio has reportedly laid off approximately 15 people in its Atlanta-area headquarters. According to an electronic message from Trace O'Connor, formerly editing and development coordinator as well as Internet representative for the company, the move is a result of disappointing sales and attempts to grow too quickly.

In addition to O'Connor, among those known to have been laid off are *Vampire* developer Jennifer Hartshorn and *Rage* Internet representative Tim Byrd.

White Wolf did not return phone calls requesting further information on the layoffs. It's not known what impact, if any, the layoffs will have on new projects like the *Garou Nation* *Rage* gamers club (see "Top Dogs," below).

—Patrick Daniel O'Neill

## After the Glut

If the gaming market in 1994 defined the collectible card game industry, the 1995 market threatened to bury it in a flurry of new card games.

Every month, it seemed, more new games cropped up, with most failing to gain an audience. *InQuest* contacted game manufacturers and retailers in late December and early January to survey their opinions on the 1995 market.

While some retailers complained that the release of so many games hurt the market, others opined that the problem wasn't the number of games, it was the number of bad games created by companies racing to jump on the bandwagon.

Designer Steve Jackson, whose company Steve Jackson Games released *Illuminati: New World Order* in late 1994 and one expansion set, *Assassins*, in late '95, said that there had "definitely" been a glut. But he felt some of the industry's woes were more perceived than actual. "Retail-

ers...expect much more from a card game than they do from an R.P.G.," he said. "Sales that would be a 'megahit' for an R.P.G. are considered disappointing for a card game."

Stan Sord of Wargames West agreed that too many retailers tend to determine whether or not a game's sales were successful by examining how much of the game is left in stock after a certain period.

Many retailers concurred that ordering collectible card games in conservative quantities helped them avoid having extra product sitting around on their shelves.

So what's in store for '96? Most people were cautious but optimistic.

It would seem that collectible card games are here to stay. Across the board, retailers felt that the C.C.G. market will adjust itself to stable levels in 1996. Games that have the market share and playability will continue to sell, while those that don't will disappear.

Some retailers predicted a slight drop in sales come in early January. Others said quite the opposite, suggesting that the rush to spend the last of the holiday cash and the late release of some games will produce a short postholiday boost in sales before the market levels off comfortably in February.

Of course, nothing's certain. Said Steve Jackson: "Ask me again in February."

—Andrew Borelli

**BANNED!!**



**RESTRICTED!!**



## New Limits on Mind Twist, Black Vise

The Duelists' Convocation has banned Mind Twist from tournament play, and has restricted Black Vise. Both rulings are effective Feb. 1.

Players have long complained that both cards are unfair, especially if played early in the game. But that wasn't the Convocation's only reason for limiting use of the cards.

President Jason Carlyle noted that the Convocation pays

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close attention to how certain cards are used in tournament play. "When all winning tournament decks begin to look alike, that definitely captures our interest," he said. Black Vise "began to show up in decks that had no business having them."

The banning of Mind Twist was a much more radical decision. Initially, the only banned cards were ante cards and cards that unnecessarily lengthened the game, like Shahrazad. But with the banning of Channel and now Mind Twist, the Convocation has started a new trend: prohibiting cards that are unbalancing. "We want to show people that we're not afraid to restrict or ban a card if we feel that it's too powerful," Caryle said.

But he also cautioned that the Convocation doesn't take such major decisions lightly. "The Duelists' Convocation doesn't want to ban cards unless it constitutes a clear benefit to the tournament environment in whole... Although we welcome all input, we hope that we never have to get into a situation where we're banning cards just because someone asks us to do so."

Caryle added that there are certain cards that the Convocation is watching but wouldn't reveal which ones.

—Jeff Hannes



## Fallen Empires/ Wyvern Crossover

Jeff Watson of Digital Heroes in Walla Walla, Wash., had an unexpected surprise in November when he opened a case of Wyvern Premiere Edition booster packs: the cards had Wyvern backs!

After holding them up to the light to make sure that they weren't two cards stuck together, Watson confirmed that they were in fact a printing error: *Fallen Empires* fronts and Wyvern backs.

"After I got over my shock, I contacted [Wyvern publisher] U.S. Games Systems and let them know. They didn't believe me, and asked me to send two cards," explained Watson. "Stuart Kaplan said that he wanted to cut one up to make sure that it was the real thing!"

Kaplan, U.S. Games Systems' chairman and founder, sent both cards back uncut, along with a letter of thanks. "Kaplan said that they were the real thing, and sent them both back because he figured that they would be worth some money," said Watson. Watson also sent cards to Wizards of the Coast, which also expressed initial disbelief before admitting that they were the real thing.

While the cards are unplayable, they are a one-of-a-kind collector's item.

"We had almost a complete set of commons from *Fallen Empires* that we sold to Wargames West," his game distributor, said Watson. That represented about 90 percent of Digital Heroes' stock in the misprinted cards. "Of the ones I kept, I've got about 10 left."

Watson laughingly added that the distributor "paid quite a bit for them—enough to pay off my business loans for the store!" He also traded two unopened misprint-containing booster packs to a W.o.T.C. employee for a box of *Legends* boosters.

Three to five sheets, all of common cards, were misprinted at Carta Mundi. The Belgian company, which prints numerous card games, claims that mistakes like this would not happen again.

Interested buyers can contact Digital Heroes at [DigHeroes@aol.com](mailto:DigHeroes@aol.com).

—Greg McElhatton

## Neutral Ground is Gamer's Paradise

Has finding a place to game suddenly become a weekly project? Wouldn't it be cool if you always had a place to go, any day of the week?

Hey, no sweat—you can play at Brian's. He and the rest of crew at Neutral Ground, New York City's newest and biggest gamer's club, will be happy to have you over.

Since its opening in spring 1995, Neutral Ground has been attracting gamers from all over for a variety of events, including live roleplaying, miniatures battles and, of course, *Magic* tournaments.

Daily *Magic: The Gathering* events are the biggest attraction. No surprise there—after all, Neutral Ground was founded by Brian and Karla David-Marshall, Jim Pernicone and Glen Friedman, the same people behind N.Y. *Magic*, which they claim is the largest *Magic* organization in the world.

Why start Neutral Ground? It all began after N.Y. *Magic*'s first tournament: Starving for more game time, gamers were demanding a place to play.

"Obviously, there was a need to be filled," said Brian David-Marshall. "Ask any gamer what the biggest hindrance to their game is and they'll probably say 'Space and time.'"

With that in mind, David-Marshall and his partners found a location in midtown Manhattan, had the place renovated and opened for business.

Although many gaming stores offer gaming space in hopes of attracting potential customers, local shop owners were indifferent to or close-mouthed about the club.

In addition to card leagues and tournaments, Neutral



Ground offers weekly demonstrations of new games, role-playing sessions of various R.P.G.s, and *Magic* classes on a weekly basis. A retail section offers starter decks and booster packs as well as various gaming paraphernalia. Leading game industry figures occasionally show up: Neutral Ground has hosted the likes of Steve Jackson and Richard Garfield.

Admission to Neutral Ground is \$7 for a whole day or \$19.99 for four. Monthly and yearly admission rates are also available. If you'd like to get on Neutral Ground's mailing list, write the club at 291 Seventh Ave., Ninth floor, New York, NY 10001.

—Andrew Borelli

C.C.G.s. Although collectible card games are eligible for several gaming awards, the Kachinas (so nicknamed after a traditional southwestern symbol of good fortune) are limited to C.C.G.s exclusively.

The panel of judges for the 1995 awards included Margaret Weis and Don Perrin of *Mag Force 7* (publisher of *Wing Commander*); Mike Sager of Thunder Castle Games (*Highlander*); Skaff Elias and Mark Rosewater of Wizards of the Coast (*Magic*); Darwin Bromley of Mayfair Games (*SimCity*); and John Curtis of Iron Crown Enterprises (*Middle-earth*).

The 1996 prizes will be voted upon by this year's winners and presented on Saturday, Dec. 7, at the Albuquerque Game Fair in New Mexico. The fair, which sponsors the awards, is jointly owned and operated by several local gaming stores.

—Mike Fasolo



Shadowfist™ & © Daedalus Games

## 1995 Pinnacle Awards

The inaugural Pinnacle Awards for Design Excellence for collectible card games were announced at the Albuquerque Game Fair.

The winner for best new game was *Shadowfist*, designed by Jose Garcia and Robin Laws and released by Daedalus Entertainment. *Ice Age*, a *Magic* set designed by George Skaff Elias, Jim Lin, Chris Page and Dave Petty and published by Wizards of the Coast, was voted best expansion of an existing game. F.P.G.'s *Guardians*, with art direction by Keith Parkinson, won the best graphic presentation award.

The Pinnacle Awards are intended to highlight the best



Garou Nation™ & © White Wolf

## Top Dogs

White Wolf has set up a new organization to support and promote high-level tournament competition for its *Rage* collectible card game. Garou Nation will offer members tournament support, a quarterly newsletter and information on upcoming releases and products. "There will also be exclusive prizes ranging from unique T-shirts to sculpted werewolf skulls," said *Rage* developer Justin Achilli. A full year's membership in Garou Nation costs \$10. Interested gamers should dial (404) 292-WOLF (292-9653) and ask for more information on Garou Nation.

—Jeff Franzmann

## Absent Without Leave

In hindsight, maybe F.A.S.A. should have taken a closer look at just what A.W.O.L. Productions stood for.

F.A.S.A. revoked A.W.O.L.'s license to produce *Shadowrun Network*, a magazine containing supplements for the *Shadowrun* RPG; *KA•GE*, a similar magazine for *BattleTech*; and *MechForce North America*, a *BattleTech*



fanzine. However, a recent announcement from F.A.S.A. alleged that A.W.O.L. has been accepting payment for services it can not legally provide and has not provided. F.A.S.A.'s statement recommended that consumers who sent checks to A.W.O.L. after March 13, 1995, stop payment on the check.

If your check has been cashed and you haven't received services, F.A.S.A. suggested contacting the Missouri Consumer Protection Office at (314) 751-3321. The Consumer Protection Office, which acknowledged receiving complaints about A.W.O.L., will not act on complaints until it receives claims for unreceived goods or services worth a total of \$15,000.

*MechForce* is now being handled by F.A.S.A. directly, while the license for *Shadowrun* has been handed to Sword of the Knight Publications.

—Jeff Franzmann

## Magic Comics Contain Valuable Cards

Wizards of the Coast and Acclaim Comics are releasing two new *Magic: The Gathering* comic books: *Fallen Angel—A Magic: The Gathering Legend*, and *Dakkon Blackblade—A Magic: The Gathering Legend*. Both are 64-page, prestige-format books being released by Acclaim's Armada imprint, both cost \$5.95 and both will contain a copy of the eponymous cards.

Several previous *Magic* comics have been packaged with *Magic* cards, but these two books are unusual in that the cards they contain are both relatively hard to find and expensive. *Chronicles* versions of *Dakkon Blackblade*, a rare card originally printed in the *Legends* expansion, run \$5 to

\$8. *Chronicles'* *Fallen Angel*, an uncommon card that also debuted in *Legends*, costs \$2 to \$3.

Though neither W.o.t.C. nor Acclaim would say how many cards they printed, both claim that the comics will have no significant impact on the cards' rarity or value.

Written by best-selling author Nancy Collins (*Sunglasses After Dark*, *Swamp Thing*), *Fallen Angel* features artwork by W.o.t.C. artists Richard Kane-Ferguson and Dennis Calero and has a cover by Clyde Caldwell, best known for his *Dungeons & Dragons* canvases. The story chronicles the fall of Trine, a once-noble Serra Angel, and her journey of horror and redemption. The story climaxes with a confrontation between Trine and her sister Rahel—a conflict that destroys an entire city-state. *Fallen Angel—A Magic: The Gathering Legend* should arrive in stores this February.

*Dakkon Blackblade* was created by Rags Morales (*Turok*, *Dinosaur Hunter*) and Jerry Prosser (*Animal Man*, *Antiquities War*). It includes full computer-generated color by Dennis Calero. This book describes the origin of the planeswalker Dakkon and his indestructible black sword. It also introduces a host of other characters, some of which are featured on prized *Magic* cards: Sol'kanar the Swamp King, the Chromium Dragon and a new Elder Dragon. *Dakkon Blackblade—A Magic: The Gathering Legend* should hit the shelves in March.

—Rich Warren





# BULLFROG UNLOCKS DUNGEON KEEPER

● Tired of being the good guy in yet another fantasy computer game? Then *Dungeon Keeper* (February, \$60) is the game for you. The game is by Bullfrog, whose first design, *Populous*, put players in the shoes of a supreme being. As the diabolical *Dungeon Keeper*, it's your job to explore a dungeon and populate it with monsters before a vicious band of heroes slithers in and takes all your loot. Finding good help is a problem, although sacrificing a few of your denizens does wonders for loyalty. When the going gets tough, you can take direct control of your minions! The resulting first-person viewpoint (as opposed to the angled overhead viewpoint in the bulk of the game) is most impressive.

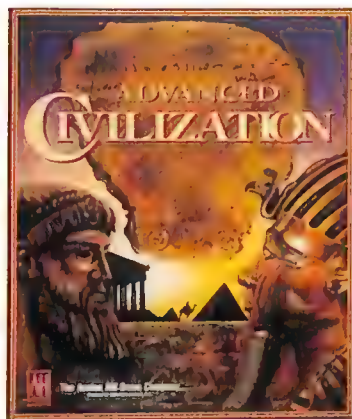
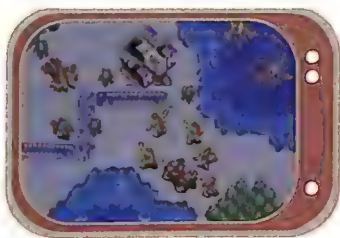
● Due to bugs, Origins delayed *Wing Commander IV* (\$51) until February. The game features clips from seven weeks of filming with such notable actors as Malcolm McDowell and Mark Hamill. You again play the role of beleaguered Col. Blair, although this time the main problem aren't the hostile Kilrathi aliens: the Confederation is breaking apart, and you must squash the rebellion. As usual, there's more than one conclusion to the game/interactive movie, depending upon your choices and success in battle.

● Q.Q.P. (now owned by American Laser Games, but still releasing games under Quantum Quality Productions' acronym) has joined the network-playable game trend with *Visions of Glory* (March, \$45), which lets players develop a band of spacefaring mercenaries. Up to 40 players can play this Windows-compatible game simultaneously.

● *Advanced Civilization* (January, \$34) has nothing to do with MicroProse's Sid Meier games. Based instead upon the epic board game from Avalon Hill, which is also releasing the computer game, up to eight players help their respective civilization advance, mostly through trade.

● Blizzard has managed to improve upon a great game in *Warcraft 2* (December, \$46). Much like the original, the bad guys are orcs, and your humans must fight them. There's a wider variety of combat units and new strategic features (seeking out the enemy isn't always a good idea until you have a sizable fighting force). Some cheats that might help: press enter and type "glittering prizes," "hatchet," "it is a good day to die," or "showpath," then hit the enter key again. You'll be rewarded with useful goodies.

—Rick Moscatello



Above: *Warcraft 2* screen shots. Right: *Advanced Civilization*.

## PLUGGED IN

### Turf the Net

Screw surfing the Net. Grab a beer and a pigskin and turf the Net.

With ImagiNation Network's new Front Page Sports: Football Online, you'll be able to hand off or go long any time of the year. Football Online combines the bone-crushing fun of Super Bowl action with the convenience of a national online service. You can run complex plays as the quarterback of one of the 30 N.F.L. teams.

ImagiNation isn't one of the "big four" online services, so its prices are a little lower per hour. For free software, visit the ImagiNation Web site at <http://www.inngames.com>.

### Live Forever

Grab your broadsword and plug into the *Highlander* C.C.G. mailing list. Drop an e-mail to [highlander-l-request@netcom.com](mailto:highlander-l-request@netcom.com) for regular updates to the game. Discuss strategy, rules and stumbers—and maybe even stick a sword in a lowland Brit.

### Spin a Web

Spin your own gaming Web page with the help of *H.T.M.L. for Dummies* by Ed Tittel and Steve James. H.T.M.L., or hypertext markup language, is what programmers use to build pages on the World Wide Web. Like all of the "for Dummies" books, this one takes the intimidation out of technology with simple diagrams and easy-to-understand language. The book also comes with a companion disk for I.B.M.-compatible computers.

When you get your Web page running, drop us e-mail at [InQuestMag@aol.com](mailto:InQuestMag@aol.com) so we can check it out!

### InQuest Online

Join *InQuest* online on America Online every Thursday at 5 p.m. E.S.T. to talk *Magic*, C.C.G.s, R.P.G.s and anything else gaming-related. *InQuest* online guru Keith Olexa (IQKeith) logs on to take your questions and stimulate conversation. Topics include Stumbers, Killer Decks, deck building and so on. To get online with *InQuest*, call (800) 754-4400 for free America Online software and 10 hours of free online time. Keyword: *InQuest*.

—Buddy Scalera



# ON THE SHELVES

## THE GUIDE TO UPCOMING GAME RELEASES



TM & © WildStorm Productions

NAME:	<b>Conflict!</b>
PUBLISHER:	WildStorm
SET SIZE:	150 cards
RELEASE:	February 1996
PACKAGING:	15-card booster packs
SUGGESTED RETAIL:	\$2.25 per booster pack

**Here's the Deal:** Showcasing new battlesites and new and different characters, *Conflict!* includes characters and concepts from the popular *Gen<sup>13</sup>* comic book series, such as the *Gen<sup>13</sup>* bounty hunters and Chasers.



TM & © Mayfair Games

NAME:	<b>Fantasy Adventures</b>
PUBLISHER:	Mayfair Games
SET SIZE:	450 cards
RELEASE:	February 1996
PACKAGING:	Starter sets including two 50-card decks, two dice and two rule books; 15-card booster packs
SUGGESTED RETAIL:	\$15 per starter set; \$2.50 per booster pack

**Here's the Deal:** *Fantasy Adventures* has five card types, divided into two decks. The first deck contains hero cards, used to generate the adventuring party. The second contains monsters, traps, spells and items. During each turn, you play monster and trap cards to attack your opponent's heroes. Spell and item cards go on your own heroes, aiding them against their foes. Combat is resolved by comparing the various abilities, bonuses and a die roll.



TM & © Stone Ring Games

NAME:	<b>Knights of the Isles</b>
PUBLISHER:	Stone Ring Games
SET SIZE:	120 cards
RELEASE:	February 1996
PACKAGING:	14-card booster packs
SUGGESTED RETAIL:	\$2.75 per booster pack

**Here's the Deal:** As might be expected from any game called *Quest for the Grail*, many of the characters in this expansion hail from Arthurian legend. Specifically, look for the mythical sons of King Lot of the Orkney Islands, including Sirs Gaheris, Agravaire, Gawain, Gareth and others. Also found are other characters, quests and events from the legends of Arthur and his knights. Art is by a number of illustrators, including famed Arthurian artists N.C. Wyeth and Arthur Rackham.



TM & © TSR

NAME:	<b>Monsters &amp; Amazons</b>
PUBLISHER:	TSR
RELEASE:	February 1996
PACKAGING:	Eight-dice kicker packs including one rule card
SUGGESTED RETAIL:	\$5.95 per pack

**Here's the Deal:** Each pack contains eight dice. About one-third will be monsters from the various races; the rest will be Amazons. Commons, uncommons and rare dice will all be randomly included.



TM & © Companion Games

NAME:	<b>Pentacle</b>
PUBLISHER:	Companion Games
SET SIZE:	90 cards
RELEASE:	February 1996
PACKAGING:	121-card starter decks
SUGGESTED RETAIL:	\$12.95 per starter deck

**Here's the Deal:** A re-release of a product designed by Morning Star Games in 1990, long before the *Magic* craze began, *Pentacle* makes each player a mage caught up in a catastrophic battle of spells, minions and demons. Your goal is to defend your tower while devastating your opponents'. This isn't a collectible card game: All decks contain the exact same mix of 121 cards, and a game with up to six people can be played with one deck.



TM & © TSR

NAME:	<b>Runes &amp; Ruins</b>
PUBLISHER:	TSR
SET SIZE:	125 cards
RELEASE:	February 1996
PACKAGING:	12-card booster packs
SUGGESTED RETAIL:	\$2.50 per booster pack

**Here's the Deal:** TSR goes back to the original *AD&D* source material for this *Spellfire* expansion, including classic adventures from the earliest guidebooks. The cards feature early art as well, providing a "nostalgic feel" for old-time gamers, according to TSR. In addition, there will be new illustrations by artists of the past.



## CHAOS GAME EDITION

## the Multiplayer Killer Decks

Michael Searle

Every house has one...those different-colored, plastic recycling cans. White, blue, red—you're never really sure what goes in what. All you know is everything gets recycled. It's good for the environment. It's smart thinking.

Of course, that led me back to my favorite pastime, *Magic*. In a game that takes a long time—say, a big multiplayer chaos game—recycling cards has to be the way to go. Too many times I've seen decks burn out too quickly, get hit with a sudden big boom (read: Nevinyrral's Disk) and not be able to recover or simply run out of cards. In fact, the recycling theme's probably the strongest type of chaos deck you can build, since you'll constantly be able to re-use cards and adapt to lots of different situations.

Your biggest weapon is the Skull of Orm. For five mana, usually paid right at the end of your opponent's turn, the Skull can bring any enchantment in your graveyard back to your hand; you've always got an arsenal of recycling enchantments at the ready. Hold the Reconstructions to bring back a destroyed Skull or to recycle any important artifacts that end up in the grave.

With your chain set up to retrieve enchantments, there's quite a few helpful ones in the deck. Dance of Many (which functions just like a Clone,

except you have to pay two blue a turn) can take the shape of the first hefty creature on the board. If someone kills it, bring it back—it's just like having a free creature! Control Magic can seize the biggest threat and turn it into your greatest ally, all for four mana, and there's the potential to use it over and over again with the mighty Skull of Orm. Finally, Spirit Links are a great life boost. Use them on defense against marauding djinns or drop it on your attacking Seraph and shoot up four life a turn. Another neat trick is to drop one on your Soldevi Simulacrum, pump it to the moon and go to town!

Speaking of life, you'll need a lot of it in a chaos game, and this deck has plenty. Besides the Spirit Links, you've also got a few other life-givers: Ivory Tower (remember to hold those cards), Fountain of Youth (two mana equals one life) and the Zuran Orb (whenever



## Chaos Control

### BLUE

#### CREATURES

- 1 Magus of the Unseen
- 1 Time Elemental

#### SPELLS

- 3 Boomerang
- 3 Control Magics
- 1 Copy Artifact
- 4 Dances of Many
- 2 Power Sinks
- 1 Recall
- 2 Reconstructions

### GOLD

- 1 Rasputin Dreamweaver

### WHITE

#### CREATURES

- 2 Blinking Spirits
- 1 Mesa Pegasus
- 1 Samite Healer
- 1 Seraph

#### SPELLS

- 1 Balance
- 3 Disenchants
- 2 Spirit Links

- 2 Swords to Plowshares

#### ARTIFACTS

- 1 Feldon's Cane
- 1 Fountain of Youth
- 1 Icy Manipulator
- 1 Ivory Tower
- 1 Life Chisel
- 1 Primal Clay
- 2 Skulls of Orm
- 1 Soldevi Simulacrum
- 1 Tormod's Crypt
- 1 Triskelion

- 1 Walking Wall

- 1 Zuran Orb

#### LAND

- 1 Adarkar Wastes
- 7 Islands
- 1 Karakas
- 1 Land Cap
- 1 Maze of Ith
- 3 Mishra's Factories
- 5 Plains
- 2 Strip Mines
- 2 Tundras

#### SIDEBARD

- 2 Blue Elemental Blasts
- 2 Circles of Protection: Black
- 1 Circle of Protection: Blue
- 2 Circles of Protection: Green
- 2 Circles of Protection: Red
- 1 Circle of Protection: White
- 1 Drought (anti-black)
- 1 Equinox (against land destruction)
- 1 Glaciers (anti-red)
- 1 Land Tax (against land destruction)
- 1 Lifetop (anti-green)



you're forced to get rid of land you can eat it instead). Life Chisel works great when you eat someone else's critter that you've corralled with a Control Magic and then recycle the spell right back again. In a desperate pinch, use a Swords to Plowshares on your own creature for a quick life spurt.

A chaos game is a lot different from a one-on-one duel. You'll have use diplomacy to make allies and avoid more than one enemy at a time, you'll have to keep track of lots of cards and possible combos and you'll have to worry about running out of cards. That's why Feldon's Cane (reshuffle your graveyard back into your deck) and Tormod's Crypt (remove an opponent's graveyard from play) are essential chaos cards. If you use them right, you should outlast your opponents. Plus, there are tons of cards which affect graveyards (Night Soil, Animate Dead, Hymn of Rebirth, etc.); once the Cane and Crypt are in play, you should definitely have the advantage when it comes to graveyard manipulations.

All this said, don't underestimate your creatures. You've got some doozies. Mishra's Factories work great in a recycling deck since they function as both land and creature. Rasputin Dreamweaver (a 4/1 blue and white legend) provides colorless mana for you and heals damage to himself—a pretty useful combination. Blinking Spirits are an excellent 2/2 creatures since they are virtually impossible to get rid of!

Most chaos games are single games, not matches, so a sideboard may not prove all that useful. Still, I'm providing one since you may play multiple games over the course of one night.

Direct damage is a weakness of the deck. Hence the COPs and the Blue Elemental Blasts. Glacier can really cripple an opponent that relies heavily on red, with Drought doing the same against black and Lifetap grinding green to a swift halt. Finally, you've got Land Tax and Equinox to prevent your land from being rained on, blighted or sunk.

So if you've got a lot of gamers next time for a big game of *Magic* and you feel like sticking around to see the final play, try a little Chaos Control and see how many times you can recast that Dance of Many.

After lots of skulduggery and quite a few string pulling, Mike Searle finally managed to oust Jeff Hannes from this column—temporarily.

# Ice Storm

With winter upon us, we Canadians can now devote our time to that most important of pastimes: Hockey!

Ladies and gentlemen, *mesdames et messieurs*, we are proud to present...

## "Power Play!"

### NHL'S EASTERN CONFERENCE

#### Atlantic Division

- 1 Sabretooth Tiger (Florida Panthers)
- 1 Stone-Throwing Devils (New Jersey Devils)
- 1 Island Sanctuary (New York Islanders)
- 1 Kelsinko Ranger (New York Rangers)
- 1 Flying Men (Philadelphia Flyers)
- 1 Ball Lightning (Tampa Bay Lightning)
- 1 Aysen Bureaucrats (Washington Capitals)

#### Northeast Division

- 1 Balduvian Bears (Boston Bruins)
- 1 Zelyon's Sword (Buffalo Sabres)
- 1 Narwhal (Hartford Whalers)
- 1 Orkish Squatters (Montreal Canadiens...well, they are *Les Habitants*)
- 1 Sengir Autocrat (Ottawa Senators)
- 1 Giant Albatross (Pittsburgh Penguins)

### NHL'S WESTERN CONFERENCE

#### Central Division

- 1 Zephyr Falcon + Deathlace (Chicago Black Hawks)
- 1 Iron Star (Dallas Stars)
- 1 Wings of Aesthir + Chaoslace (Detroit Red Wings)
- 1 Blue Elemental Blast (St. Louis Blues)
- 1 Ironroot Treefolk (Toronto Maple Leafs)
- 1 Mox Jet (Winnipeg Jets)

#### Pacific Division

- 1 Foul Familiar (Anaheim Mighty Ducks...Ducks? Fowl? Get it? Never mind)
- 1 Brothers of Fire (Calgary Flames)
- 1 Avalanche (Colorado Avalanche)
- 1 Fishliver Oil (Edmonton Oilers)
- 1 Sol'kanar the Swamp King (Los Angeles Kings)
- 1 Giant Shark (San Jose Sharks)
- 1 Northern Paladin (Vancouver Canucks)

### A Typical Hockey Game

- 1 Hand of Justice (the referee)
- 1 Nevinyrral's Disk (the puck)
- 1 Deflection (the puck hits the post)
- 1 Arcum's Whistle (the ref calls a penalty)
- 1 Balance (too many men on the ice)
- 1 Icy Prison (the penalty box)
- 1 Time Walk (a power play)

- 1 Melee (fight breaks out)
- 1 Total War (bench-clearing brawl)
- 1 The Brute (send in the goon)
- 1 Stench of Evil (just go to the locker room)
- 1 Siren's Call (the buzzer sounds)
- 1 Icy Manipulator (the Zamboni cleans the ice)
- 1 Ivory Cup (you guessed it, the Stanley Cup!)

### Arenas

- 2 Badlands (The Saddledome)
- 2 Bayous (Joe Louis Arena)
- 2 Plateaus (Madison Square Garden)
- 2 Savannahs (Maple Leaf Gardens)
- 2 Scrublands (Chicago Stadium)
- 2 Taigas (Ottawa Civic Centre)
- 2 Tropical Islands (The Pond)
- 2 Tundras (The Igloo)
- 2 Underground Seas (Boston Garden)
- 2 Volcanic Islands (Nassau Coliseum)
- 2 City of Brass (Montreal Forum)

**Stephen MacIntyre**  
**James Mainprize**  
**Goal Scorers**

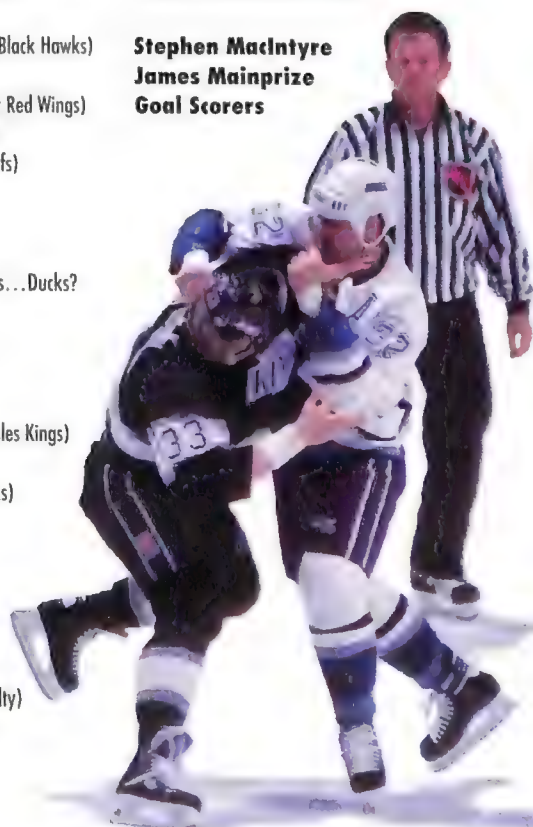


Photo: Bernstein Assoc./Art Fossil



# Up Your Sleeve

## Getting the most out of your *Magic* cards

### CIRCLE OF PROTECTION: ARTIFACTS

By Jack Skrip

The *Antiquities* expansion for *Magic: The Gathering*, with its heavy artifact theme, was intriguing but a bit awkward to actually use. Cards like Gaea's Avenger capture big bucks in the collectible card game marketplace but don't show up in many decks. And not a lot of *Magic* players mutter "Must... have... Priest of Yawgmoth..." in their sleep.

However, *Antiquities* did top off white's arsenal of Circles of Protection by adding COP: Artifacts. In keeping with the skewed nature of the expansion, COP: Artifacts is the only uncommon COP (and Artifact Ward ended up the only common ward. Go figure—but don't hurt yourself).

At one white and one colorless, COP: Artifacts is as cheap to cast as any other COP; at two colorless, though, it's more expensive to activate. This downside is offset by the fact that COP: Artifacts is the only COP immune from Sleight of Mind. Moreover, the continuing evolution of the *Magic* card mix has made COP: Artifacts even more useful than when it originally appeared. Really.

Naturally, the most obvious use of COP: Artifacts is to prevent damage done by your opponent's creatures. It works fine against Juggernaut, but you'll score *mucho* points for annoyance if you shut down something like a Colossus of Sardia ("I've paid my nine-mana upkeep, now I'll... doh!") or a Soldevi Simulacrum (watch as it slowly collapses under the weight of its own upkeep).

What's that? Your opponent doesn't play artifact creatures? Then make 'em! Just as COP: Insert-Color-Here decks need matching Laces, no COP: Artifacts deck is complete without Ashnod's Transmogrant ("Transmogrify This," Up Your Sleeve, *InQuest* #3), which has conveniently returned in *Chronicles*. With this nifty artifact, you can transmogrify one of your opponent's creatures into an artifact creature. Sure, it gets a +1/+1 boost, but who cares? Try this on a Lord of the Pit or Polar Kraken. Add artifact recy-

clers like Reconstruction or an Argivian Archaeologist so you can do it again and again....

COP: Artifacts is also handy against non-creature artifacts. It's tailor-made for defense against prodigal artifacts like the Rod of Ruin, Aladdin's Ring, and the awesome Skull Catapult. And it's a must-have if you play in a group of Marty Feldman-eyed cheeseheads who cackle with glee as they cast Black Vises, Racks and Rocket Launchers.

Don't worry if your opponent doesn't have these cards. The connoisseur of masochistic artifacts has plenty to choose from when building a deck around COP: Artifacts. First, the obvious: Copper Tablets, Armageddon Clock, Time Bomb. Bottle of Suleiman, Voodoo Doll and Goblin Lyre are also potentially damaging to you. Since many of these cards end up in the graveyard after use, artifact recyclers will again come in handy.

The current mix of in-print cards has done wonders for discard decks, so if you're gutsy enough to play Mishra's War Machine, you've gotta have COP: Artifacts; use green to add Instill Energy and you're in business.

COP: Artifacts can also be rather nasty in a deck designed for land destruction. In particular, it's a great way to keep your own Dingus Egg or Ankh of Mishra from hurting you. If you get a Dingus Egg and COP: Artifacts into play, wait until your opponent has a healthy heap of land on the table, then tap all of your available mana and cast Armageddon. If you're careful with your math and timing, you can use the mana in your pool to prevent much of the damage from Dingus Egg—all, if there's a Mana Flare out.

If you're playing white/green, chances are you'll have enough mana to cover all of the damage, and green's non-land mana sources can help you bring out land faster than your opponent if the Ankh of Mishra is in play. Just use your Birds of Paradise or Fyndhorn Elders to power the COP: Artifacts when you play a land, thus keeping the land free for casting spells.

So beat the rush—get a COP: Artifacts. Don't leave your Mana Vault without it!

Jack Skrip is a professional writer and desktop publisher. He is a regular contributor to *Necrofile*, which has nothing to do with sex with dead things—most of the time.



■ The only non-color-related COP can be a powerful tool if played in the right deck.



# THE WAR OF THE AMAZON



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SEIN JENES SUMPF  
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TASCHE, ODER SEIN DE  
GERECHT GLÜCKLICH  
SEHEN MICH?

# Stumpers

By Beth Moursund

## Stumper of the Month

**Q:** If I have a Conversion out and I put out an Illusionary Terrain, changing all Plains to Mountains, which one works?  
—Matthew Livingston, Oxford, NY

**A:** They both do, and you end up with a whole bunch of Mountains. Whenever you have two (or more) continuous effects, you have to keep track of the order they came out, and apply them in that order to each card they affect. So the Conversion turns all the Mountains into Plains, and then the Illusionary Terrain turns all the Plains (including the ones that used to be Mountains) into Mountains. If they were cast in the opposite order, you'd end up with Plains.

**This month's winner walks off with three different foreign edition Magic packs and a pack of Legends**

**Q:** What is rampage?  
—Lots 'n' lots of folks

**A:** Rampage first appeared on the Legends rules insert card, but it's in the Fourth Edition rulebook (on p. 39). After the declaring blockers phase of combat, any attacking creature with Rampage: X that's blocked by more than one creature gets +X/+X for each extra blocker. For example, Craw Giant has a Rampage: 2, so if he's blocked by four creatures, he gets +2/+2 for each of the three extra blockers for a total of +6/+6.

**Q:** If somebody Ice Floes my Craw Wurm, could I use my Fyndhorn Brownie to untap it?  
—Mike Ormiston, Cyberspace

**A:** Yes.

**Q:** Can I sacrifice a Will-O'-The-Wisp to the Lord of the Pit and then regenerate the Will-O'-The-Wisp?  
—Alan Silverman, Marietta, GA

**A:** Not a chance. Sacrificed crea-

tures are buried, not just destroyed, so they can't regenerate.

**Q:** If someone put an Earthbind on my Air Elemental, can I then put a Flight on it and make it flying again?  
—Alan Silverman, Marietta, GA

**A:** Yes, you can. Just like in the Stumper of the Month question, you apply the effects in order, so the creature ends up flying.

**Q:** I have a Rod of Ruin and a 5/5 flying Djinn token (created by a Bottle of Suleiman) in play. If I cast Juxtapose, which of the two artifacts do I lose?  
—Batcoon, Cyberspace

**A:** The Rod. The casting cost of all tokens is zero.

**Q:** I have an Icatian Moneychanger with a bunch of credit counters on it. My opponent casts a Control Magic on my Moneychanger. Does he get to keep the credit counters on it?  
—Zach Freach, Dunmore, PA

**A:** Of course he does. Well, OK, he has to give them back at the end of the game, unless you're using candy for counters and he eats them first.

**Q:** If two creatures are banded, one with first strike and the other without, does the first-striking one still do damage first?  
—Nicholas Fang, Portland, OR

**A:** Yes. Banding doesn't add or remove any abilities from any of the creatures.

**Q:** Why does Goblin Rock Sled say "Summon Rock Sled" instead of "Summon Goblins"?  
—Pierre Villeneuve, Laval, Quebec

**A:** Stumps us. But it keeps Goblin King, Goblin Shrine, Goblin Grenade, and all those other fun cards that affect Goblins from working on the Rock Sled.

**Q:** Does the Thrull Champion give himself +1/+1?  
—Pierre Villeneuve, Laval, Quebec

**A:** Yes, since he says "Summon Thrull."

**Q:** If I cast Conquer on a Rainbow Vale, do I get permanent control?  
—John Langone, Cyberspace

**A:** No. When you tap the Vale, it will still switch controllers at the end of the turn. (Casting Control Magic on a Ghozban Ogre isn't very useful either.)

**Q:** Can you use a COP: White to take care of all the damage on your Personal Incarnation?  
—Mark Powers, Westchester, IL

**A:** Only if something white did the damage in the first place. Redirecting damage doesn't change the source of the damage. If someone Fireballs your Personal Incarnation, then it's red damage, and it's still red damage even if you use the Incarnation's ability to redirect it to yourself.

**Q:** If you tap a land with a Wild Growth on it when Manabarbs is in play, do you take two or one damage?  
—Mark Powers, Westchester, IL

**A:** One.

**Q:** Can a Red Ward keep a Dragon Whelp from exploding if you pump more than three mana into it?  
—DYoung8888, Cyberspace

**A:** Nope. The Whelp's self-destruction isn't targeted and isn't damage, so the Ward can't do a thing about it.

**Q:** Can Crown of the Ages move an enchantment such as Control Magic from one creature owned by an opponent to another creature controlled by that opponent?  
—DYoung8888, Cyberspace

**A:** Yep. If you're controlling a wimpy creature and your opponent summons something bigger, you can move the Control Magic to take control of the big one. Also, if your opponent casts Control Magic on one of your creatures, you can move the enchantment to one of his own creatures so he just controls something he already has.

**Q:** If I discard a Rock Hydra and then use Hell's Caretaker to bring it from the



■ Battling land converters: check out our "Stumper of the Month."



■ Try Conquering a Rainbow Vale and see how long you hold it.



graveyard into play, is it 0/0 or 5/5 or 100/100?  
—Joe Elberts, Glen Ellyn, IL

**A:** 0/0. Whenever you need to know the value of "X" for a spell that's not being cast at the moment, X is always zero. The headless Hydra goes straight back to the graveyard unless you have a Castle or something.

**Q:** If you have a Library of Leng and an Orcish Librarian in play, when you use the Librarian's special ability, can you decide which four cards you remove from the game? Can you put all eight cards back on top of your library?

—Martin Casas, Cyberspace

**A:** No to both. "Remove from the game" is completely different from "discard."

**Q:** If I use a Prodigal Sorcerer to block a creature with trample such as Polar Kraken and then tap it to do a point of damage to something, will the Sorcerer die? Will I take any trample damage?

—Patrick & Henrick Shyu, Cupertino, CA

**A:** The Sorcerer is paste, and you've got 10 points of trample damage coming your way. Tapping a blocking creature keeps it from doing any damage itself, but the attacker still does full damage.

**Q:** I have a 5/5 Fungusaur with Regeneration on it. If my fungus gets sent to the graveyard and I

regenerate it, is it still a 5/5 'saur?

—Crei Hartman, Santa Fe, NM

**A:** Yes. If you regenerate something, then it never really died, so it keeps all the stuff that's on it. If it actually goes to the graveyard and then later on you Animate or Resurrect it, though, it starts all over as a brand-new creature.

**Q:** Can I cast Righteousness on my creature if it is chosen to fight in the Arena?

—Corpalt, Cyberspace

**A:** No. Righteousness can only be cast on a blocking creature. Creatures in the Arena don't count as attacking or blocking.

**Q:** I have a Jester's Cap in the graveyard and a Xenic Poltergeist in play. Can I tap the Poltergeist to make the Cap an artifact creature and then use Resurrection to bring the Cap back into play?

—Brian Chernish, Indianapolis, IN

**A:** Great idea, but it doesn't work. Cards in the graveyard can't be targeted by anything that doesn't specifically say that it affects the graveyard. The Poltergeist can only affect artifacts in play.

**Q:** Can you sacrifice Lord of the Pit to Ebon Praetor and not take damage, even if you have enough creatures out?

—Vringe, Cyberspace

**A:** Yes. Any time you have several different

cards that say to do something during your upkeep, you can do them in any order you want, and even use other fast effects before, after and in between. If you manage to get rid of a card before you get around to doing its effect, then that effect never comes up.

**Q:** If my opponent has Feldon's Cane out and I cast Jokulhaups, can he use the Cane to shuffle the cards I just buried into his library?

—Don Wongprapon, Yazoo City, MS

**A:** No. COP: Artifacts only works on damage from artifacts, not on damage from other colorless sources. And there's no such thing as a Prismatic Ward on "colorless"—Prismatic Ward says "choose a color," and colorless isn't a color.

**Q:** Does Ghostly Flame affect Justice in any way?  
—Jeff Mumford, Lakewood, CO

**A:** No, it doesn't. Justice only cares about the color of the creature or spell doing the damage, not the color of the damage. Ghostly Flame only affects the damage, not the card that did the damage.

**Q:** If my opponent has a Serendib Efreet out, and I cast Justice and Sleight it to affect blue, then when the Efreet does its point of damage to him during upkeep, does Justice do an additional point of damage?

—Scott Troyan, Folsom, PA

**A:** Yep.

## MAGIC RULINGS

### General Rulings

If a card in play has an automatic effect that counters spells (such as Nether Void, Invoke Prejudice and Presence of the Master), the effect triggers as soon as the spell is declared, before either player can cast interrupts.

When a card says to treat something as though it were just cast, it applies to wording on the "something" but not to other cards. For example, if you use Crown of the Ages to move a Phantasmal Terrain, the Terrain's controller picks a new land type, but can't use a Crystal Rod or Verduran Enchantress to gain a life or draw a card. Any permanent changes to the Phantasmal Terrain, such as Laces, are erased.

If someone responds to a "Tap X to gain control of ... as long as X remains tapped" effect by destroying or untapping X, the effect still resolves. The target changes control briefly and then reverts back immediately, before either player can do anything, but automatic effects do trigger. For example, a target Sea Serpent will be buried if X's player has no islands, and the target creature will be buried if X is Merieke Ri Berit.

Artifacts that say "counts as a wall" are affected by an An-Zerrin Ruins that affects walls.

### Reversals

If an Assembly Worker is changed into another land type, it will still be a 2/2 artifact/land creature until the end of the turn.

If Camouflage flips over an attacking creature with enchantments on it, the enchantments remain face-up and can be used to identify the creature.

Ring of Ma'ru'f cannot retrieve a card that's trapped in an Oblivette or Tawnos's Coffin.

A Shahrazad subgame and the "parent" game are both part of the same game. Ring of Ma'ru'f in the subgame cannot grab cards from the parent game, and cards "removed from the game" by a spell or effect in the subgame are not shuffled back into the library when returning to the parent game.

### Errata

All "Summon Elder Dragon Legend" cards should be read as saying "Summon Legend."

Big change to Mana Vault and Basalt Monolith: they do not untap until the end of the phase their untapping cost is paid. This errata only changes these two cards, not any other untap effects.

Ray of Command only taps the target creature if you lose control when the Ray's effect wears off at the end of the turn. If you lose control earlier during the turn or keep control at the end of the turn due to some other effect, the creature doesn't become tapped.

If Murk Dwellers attack and are not blocked, they get +2/+0 until the end of combat, not until the end of the turn.

### Clarifications

Land's Edge only deals damage if you discard a land using Land's Edge's ability. Lands discarded for other reasons (say, Bazaar of Baghdad or Hymn to Touroch) don't trigger it.

Soldevi Golem's ability is an untap cost, so it's cumulative with Paralyze or the likes.

Spending red mana to prevent a Rock Hydra from losing a head counts as damage prevention. Removing a head if you don't spend mana also counts as damage prevention. Normally, you can't leave any damage on a Rock Hydra if the Hydra has any heads left—you must spend mana or remove heads until all the damage is used up. (Note that you can spend more mana than the Hydra has heads.) But Lava Burst says that no damage prevention can be used on its damage, so if a Rock Hydra is hurt by one, the Hydra actually keeps the damage like a normal creature. That means it'll die if its toughness goes below one or it'll heal completely (but not gain heads) at the end of the turn if it survives.



■ Palladia-Mors is no longer an "Elder Dragon," but a "Legend."

### Corrections

In issue #9, Magic Rulings said that the changes for default effect durations affect Dream Coat, Shyft and Chronicles' Sentinel. Actually, only Dream Coat gets "until end of turn" errata.

—Beth Moursund



**Q:** I have a Reflecting Mirror in play. I then cast Demonic Consultation, naming a card I know my opponent does not have, then use my Reflecting Mirror to force my opponent to go through her entire library, ending the game. Legal? Why or why not?  
—Pisibernet1, Cyberspace

**A:** Very illegal. Demonic Consultation isn't targeted. When a spell says "you," that always means the caster; if it were targeted, it would say "target player." So you can't use a Reflecting Mirror or Deflection on a Consultation. Also, if you cast Demonic Consultation and then Fork it, you just look through your own library twice for the same card.

**Q:** My Benalish Hero has Holy Armor. I pump one white mana into it. You Disenchant it. What's the Hero's current toughness: 1, 2, 3, or 4? Why?

—Matthew E. Milliken, *InQuest* Associate Editor

**A:** Two, after everything resolves. Pumping the armor generates a fast effect to give the Hero +0/+1 until end of turn, and since destroying the source of an effect does not counter that effect, she still gets the bonus even if you Disenchant the armor before the effect resolves. The +0/+2 part of the armor, on the other hand, is a continuous effect that lasts as long as the armor remains on the Hero. As soon as the armor goes away, she loses that bonus.

**Q:** Can Deflection be used to change the targets of spells like Control Magic, Black Vise, Wanderlust, or Clone?

—Jason Moore, Raleigh, NC

**A:** Deflection works on any spell with a single target; it switches that spell to a new legal target. You can Deflect a Control Magic or Wanderlust to any creature in play, and Deflect Clone to copy any legal creature. You can't Deflect a Black Vise in a normal two-player game because it says "target opponent" and you've only got one opponent. In a multiplayer game, you could Deflect it to a third player.

**Q:** If I use a Seasinger's special ability to take control of one of my opponent's creatures when he has islands, do I lose control of that creature if all his islands are destroyed?

—Michael Chansky, Burnsville, MN

**A:** Nope. Once the Seasinger effect has successfully resolved, you keep control of whatever she grabbed until one of the things listed on the Seasinger happens. Even if all your opponent's islands are destroyed, or the card stops being a creature, you still control it.

**Q:** If I use Vexing Arcanix's ability on my opponent, can he respond by using his Orcish Spy to look at his library before he has to name a card?

—Michael Chansky, Burnsville, MN

**A:** He sure can. Or he could even respond by using an Orcish Librarian and arranging the four cards in any order he wanted. Orcs can be quite useful sometimes.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at [InQuestMag@aol.com](mailto:InQuestMag@aol.com) or write to:

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**Stumpers**

Include your full name, mailing address and phone number.

## SPOTLIGHT:

# Middle-earth: The Wizards Stumpers

**Q:** What do the standard modifications on the faction cards mean?

**A:** This is a modification to the influence check based on the race of the character attempting to bring the faction into play. For example, the Rangers of the North card, a Dúnedain faction, gives all Dúnedain a +1 to an influence check.

**Q:** When do you play hazard long-event cards?

**A:** Hazard long-events may be played at any time during an opponent's movement/hazard phase outside of a strike sequence. You can not play hazard long-events during the normal long-event phase.

**Q:** How do region cards work exactly?

**A:** According to page 36 of the rules, a series of regions (up to four) connects two sites if the starting site is in one of the regions, and if that region is adjacent to one of the other regions... and finally, if the last region contains the new destination site. If two sites are separated by more than four regions, a company may not travel directly between them; they must first travel to an interim site which is closer, and then see if they are within four regions of their intended destination.

**Q:** Can you move from site to site—say, Minas Tirith to Isengard—or do you have to move back to a haven first?

**A:** You can only move from non-haven site to non-haven site with region movement. Otherwise, a company may only move between a haven and one other site.

**Q:** There are several environment event cards in play. Doors of Night is in play and then Gates of Morning is brought in... what happens?

**A:** When Gates of Morning is brought into play, all hazard environment cards already in play are discarded. This includes Doors of Night. There are some detailed issues on timing and resolving cards that could come up with the play of environment cards.

**Q:** Why do hazard creature cards like Mouth of Sauron and the Nazgûl have prowess and body scores?

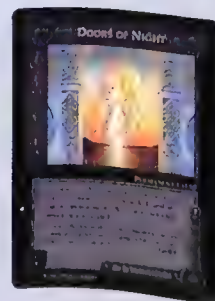
**A:** When a strike from one of these creatures fails (i.e., the strike dice roll from a character against the strike was higher than the creature's prowess), a body check immediately follows for the creature. If the body check dice roll is higher than the creature's body, the strike is defeated. If all of a creature's strikes are defeated, his opponent puts the creature in his marshalling points pile and receives the marshalling points given in the upper left-hand corner of the creature card. A strike from a hazard creature that has "—" for its body is automatically defeated when a strike fails.

**Q:** Can your company go to a site if it is tapped?

**A:** Yes, but the company may play no items, allies, factions or information cards.



■ Rangers of the North is a fairly easy three-point faction to collect.



■ The antithesis to Gates of Morning, Doors of Night is the most influential hazard environment card.

A special thanks to Michael Reynolds, series editor for *Middle-earth: The Wizards*, for answering our questions this month. For additional answers to your *Middle-earth* questions, send your comments via email to [metwice@aol.com](mailto:metwice@aol.com) or via standard mail to Iron Crown Enterprises, P.O. Box 1605, Charlottesville, VA 22902.



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# DREAM SETS

*Magic* expansions we'd love to see

Everybody does it. You sit around thumbing through your *Magic* deck, thinking about how cool it would be if you were the guy who came up with ideas for new cards. Or maybe,

like us, you have enough free time to think up whole expansion sets for this addictive little game. Y'know, like a whole set based on prehistoric creatures. Or heroic knights

based on the Arthurian legends. How about unreal, slimy horrors from beyond? And boy, wouldn't it be snappy to play the gods of Dominia?

Man, if we had the power, we'd make the coolest expansion sets on the planet. Yeah, in fact, they'd kinda look something like this...

**By Pat McCallum &  
Michael Searle**



# Gods

*Wielding magics more powerful than mortals were ever meant to possess, the planeswalkers of Dominia have grown brash and conceited, defying even the immortal deities of old. But these haughty sorcerers will soon pay the price for their insolence. For*

*the gods of Dominia have awakened and none shall escape their wrath upon the world of Magic: The Gathering.*

And you thought Legends were cool! Chock full of high casting-cost (yet supremely powerful) spells, creatures, artifacts and lands, this expansion set would also introduce special rules regarding the Summon Deity cards: they're immortal! Each player can only have one god in play at any time, and if for any reason your god is killed or removed from the game, it is instead placed back into your library which is then reshuffled!

## Set Highlights

- Akron Cathedral. Legendary Land.

Choose a creature type and tap Akron Cathedral. Mark all creature types chosen with follower tokens. Creatures with follower tokens may not attack or block and cannot target any of your creatures. If Akron Cathedral leaves play, remove all follower tokens from creatures.

Akron Cathedral does not untap as normal during your upkeep. If Akron Cathedral is untapped after it has been

tapped, bury Akron Cathedral.

- Lifesblood Avatar (White). Summon Avatar. Casting Cost: WW4. Power/Toughness: \*/\*.

When Lifesblood Avatar is cast, its power and toughness equal X, where X is the amount of life you sacrifice. For example, if you sacrifice eight life, Lifesblood Avatar's \*/\* can be any combination from 0/8 to a 7/1. You can only spend life at the time of the Avatar's casting.

- Condemned (Black). Enchant Creature. Casting Cost: BB2.

During creature owner's upkeep, all other creatures owned by that player receive a permanent -0/-1 token.

- Fire from Heaven (Red/White). Sorcery. Casting Cost: RWX.

Do X damage to every creature in play. For each point of damage done by Fire from Heaven, you must spend one mana and remove from the game one creature from your graveyard.

- Bast (Green/White). Summon Deity. Casting Cost: GGWW1. Power/Toughness: 2/5.

GG, WW and Tap: Put a 1/1 cat token into play.

GG, WW: Bast and all cat tokens gain a landwalking ability of your choice.



# Camelot

*In a land of chaos, amidst chivalry and sorcery, journey to fabled Camelot and join King Arthur, Merlin, Lancelot, Galahad and the Knights of the Round Table as they battle barbarians and wage war against the evil forces of Mordred—all for peace. Or follow your own path of glory on a quest into the unknown... to claim the mighty Siege Perilous or the miraculous Holy Grail.*

*Don your sword. Pledge your heart. Honor your vows. It's the time of legends on the world of Magic: The Gathering.*

Who doesn't love King Arthur? (Well, other than that nasty Morgan Le Fey and that bastard Mordred.) His whole fight to unite England is a classic confrontation between good and evil, hope and despair, friendship and betrayal. Loaded with myth-based Legends—and the introduction of the new legendary artifacts (i.e., only one artifact of that kind in play at a time)—this would truly be an Arthurian Legends set.

## Set Highlights

- Excalibur. Legendary Artifact. Casting Cost: 4.

Tap to give legendary creature a permanent +1/+1. That creature can now tap to deal its power to target creature or player.

Excalibur does not untap on your upkeep. If creature wielding Excalibur goes to the graveyard, bury Excalibur.

- Merlin (Black, Blue, White). Summon Legend. Casting Cost: BUW. Power/Toughness: 0/1.

As long as Merlin is in play, all blue interrupts cost U to cast.

- Morgan Le Fey (Black, Green, Red). Summon Legend. Casting Cost: BGR2. Power/Toughness: 1/2.

Tap: Bury target Legend. Every time you use this ability, put a permanent -1/-1 token on a target creature you control.

- Holy Grail. Legendary Artifact. Casting Cost: 8.

Pay one life and one mana to regenerate target creature.

- Lancelot (Black, White). Summon Legend. Casting Cost: BW2. Power/Toughness: 5/5.

Any time Lancelot is declared as an attacker, put a betrayal counter on him. Lancelot does not untap as normal during the untap phase. To untap Lancelot, remove counter and deal damage equal to Lancelot's power to owner.



- Camelot. Legendary Land.

When Camelot comes into play, Camelot becomes a basic land of your choice. Every upkeep, you may change Camelot to another basic land of your choice. If any land is destroyed on your side of play, Camelot is destroyed as well.





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# The Lost World

Primal roars echo in the valley like closing thunder and send pterosaurs to the sky. The basin floor trembles and the tiny anisauruses scatter into the dark shadows of the ferns. All around, volcanic steam crawls along the fungus

and moss, coiling through the trees...

Suddenly, the trees splinter. Like an earthquake, six tons of predatory flesh chomps down on its prey! The ancient monsters, dinosaurs, once again roam the world of Magic: The Gathering.



Dinosaurs! Woo-hoo! Ever since the Pygmy Allosaurus, we've been drooling for some earth-stomping, flesh-wrestling, tough-as-scales dinosaurs. WotC didn't oblige, so we came up with our own prehistoric set, fresh with T-rexes, Raptors and Tar Pits. Heck, this expansion even introduces archaeological digs...sorta. Y'see, you can sacrifice any dino from this expansion in your graveyard to get one mana of that dino's color...fossil-fuel mana!

## Set Highlights

- Stygian Stegosaurus (Black). Summon Dinosaur. Casting Cost: BB4. Power/Toughness: 4/4.

If declared as a blocker, Stegosaurus gains +0/+2.

O: Sacrifice Stegosaurus from your graveyard to add one black mana to your mana pool.

- Meteor Strike (Black). Sorcery. Casting Cost: B2.

Destroy all dinosaurs in play.

- Psilary Raptor (Red). Summon Velociraptor. Casting Cost: R4. Power/Toughness: 3/2. First strike.

Psilary Raptor has the ability "Bands with other Velociraptors."

O: Sacrifice Raptor from your graveyard to add one red mana to your mana pool.

- Scarwood Brachiosaurus (Green). Summon Dinosaur. Casting Cost: GG3. Power/Toughness: 6/6.

Brachiosaurus cannot attack. For every forest sacrificed, Brachiosaurus gains a permanent +1/+1 digestion counter.

O: Sacrifice Brachiosaurus from your graveyard to add one green mana to your mana pool.

- Tar Pits. Land.

Tap to capture all non-flying creatures that are attacking you after the damage-dealing phase. Creatures remain tapped as long as Tar Pits is tapped. Tar Pits does not untap.

# The Shadow Realm

Bent on a mad quest for power, a reckless sorcerer shatters the boundaries between worlds and unleashes foul beasts and twisted magics from the shadow realm. Now the planeswalkers of Dominia must stand united against a seemingly endless horde of nightmarish creatures, or all will be lost on the world of Magic: The Gathering.

Spookier than *The Dark* and more confusing than *Ice Age*, *The Shadow Realm* introduces twisted spells and hideous beasts unlike anything seen before on the worlds of Dominia.

This expansion also introduces enchantments, artifacts and creatures whose abilities may change every turn depending on the roll of a die!

## Set Highlights

- Cthuarian Gateway (Black). Enchant World. Casting Cost: BB3.

Creatures not from *The Shadow Realm* expansion now cost twice their casting cost to summon.

- Taint (Blue). Interrupt. Casting Cost: BX. Permanently change the color of a card being cast to any color of your choice. X is the casting cost of card.

- Ma'Kari Stone. Artifact. Casting Cost: 6. X, Tap: Target creature now has cumulative upkeep: 1. If not paid, creature is discarded. X

is equal to target creature's casting cost.

- Mucus Beast (Green). Summon Mucus Beast. Casting Cost: GG5. Power/Toughness: 4/5.

Every time Mucus Beast is damaged but not destroyed, put a 0/1 Mucus token into play. During your upkeep, all Mucus tokens receive a permanent +1/+0. No Mucus token can exceed 3/1.

- Maelstrom (Red). Enchant World. Casting Cost: R3.

When Maelstrom is cast, roll a six-sided die. Depending on the outcome of the roll, Maelstrom generates one of the following effects:

1 or 2: Whenever target opponent puts a card into play or casts a spell, he gains one life.

3 or 4: Reverse sequence of play. Begin your turn with the discard phase, continue through the main, draw and upkeep phases, and end with the untap phase.

5 or 6: Whenever you tap a permanent for mana, it generates an additional mana of that type.

During your upkeep, roll to determine a new Maelstrom result that replaces the previous result.



- Displacement (White). Sorcery. WWX. Remove X tokens from the game.

Pat McCallum can eat his body weight in meatloaf. Mike Searle prefers cabbage.



# JEDI MASTERS

## The *Star Wars* designers pick their **10** favorite cards

By Edward Willett

**P**layers of Decipher's *Star Wars: Customizable Card Game* enjoy immersing themselves in the fascinating world that first sprang from the imagination of George Lucas. What they may not realize is that the cards themselves sprang from a couple of other fertile imaginations, those of Rollie Tesh and Tom Braunlich.

As the designers of the cards, you might think that, like parents with many children, they'd love all of them equally. In fact, just like the game's players—and, alas, some parents—they have their favorites. Interestingly, the men had completely different lists, proof that gamers aren't the only people with differing views on the best cards.

### ROLLIE TESH



#### 1. STORMTROOPER/REBEL TROOPER

Ultracommon cards that might be thought of as little more than blaster fodder by some players may seem a strange choice for the favorite cards of one of the game's designers, but Tesh sees these dark- and light-side cousins as "fundamental to strategy."

"Because they deploy for free to the same location as any character strong in Force ability, these basic troopers provide quick and easy protection," Tesh says. He points out that the attrition rule makes lone main characters highly vulnerable during battle, but one trooper protects that main character from destiny draws less than three, two protect against destiny draws less than five, and three make the main character all but invulnerable.

"Even when not used as 'fodder,' a trooper-heavy deck can sometimes overwhelm the opponent due to their cheap deploy cost," Tesh says. "And the dark side has a bonus in that TIE Fighters work in the same way for main starships."



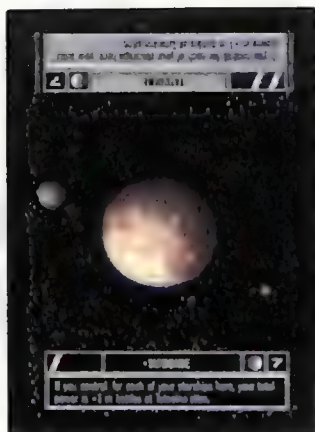
#### 2. COUNTER ASSAULT/SURPRISE ASSAULT

Tesh picked these as his second choice because they're great for "surprise interaction," especially when your opponent tends to play with a character- or starship-heavy deck.

"Such an opponent will usually enjoy rampant Force drains against you," Tesh says, "but what a nice surprise when the tables are turned!"

Since assault cards are linked to the number of characters or starships involved in the Force drain, they can be extremely effective against a deck heavy with troopers. "If the opponent attempts to Force drain you with, say, four Rebel Troopers, you will draw four destiny and wreak huge counter-damage," he says. "Just be sure to save some Force in your Force pile to pay for these cards—and hope your opponent has no Jawas!"





### 3. TONNIKA SISTERS

Tesh admits that this odd card will undoubtedly draw more questions than any other, but it's one of his favorites because it was such a "fun card to design."

"Because these sisters are two characters in one, we began to build their game text around the number two, and things got carried away!" Tesh adds that players should at least be glad they nixed a few of the "more eccentric" ideas—such as putting "too sensitive" in the sisters' Force Ability box.

Since the card was designed, Tesh notes wryly, whenever anything at Decipher is doubled, they refer to it as being "Tonnikaed."

He recommends that players deal with any ambiguities resulting from the two-in-one nature of the card by "getting into the spirit and answering those questions on your own—as I'm sure we're going to have to do each time someone finds a new quirk!"

### 4. TATOOINE/YAVIN 4 SYSTEMS

Whatever kind of deck you're building, Tesh says, the Tatooine and Yavin 4 system cards can be essential, because they link characters to starships.

"An opponent who plays with a character-heavy deck at the expense of starships may regret it when your unopposed starships are able to lend support to battles on the Tatooine surface due to the game text on the Tatooine system card," Tesh says. "Conversely, an opponent with a starship-heavy deck will wish they had more characters on the surface to lend support to."

Tesh says this fundamental "game text" will likely appear on many more system cards in the future, lending support to the "most crafty" players.

### 5. LABRIA

Tesh says he almost hates to bring attention to this devilish character—he doesn't want to spoil its mystery. "I personally love designing cards which appear to be innocuous but are in fact very strong," he says. "Of all the cards in the Premiere release, Labria, more than any other, received the question, 'Why would I ever play with this card?' Each time I would only smile. Only perceptive players will appreciate just how powerful Labria can be."

That enigmatic statement was all he would say on the subject.

## TOM BRAUNLICH



### 1. NIGHTFALL/SUNDOWN

Nightfall arose from a desire to do something unusual with the evocative image of the double suns setting on Tatooine. The result was a card that allows a player to heighten danger on a planet by causing "nighttime conditions."

By itself it's worth little, Braunlich admits, but combining Nightfall with certain other cards creates incremental changes that a player can use to big advantage in a coordinated Nightfall Deck strategy.

"One example is the Macroscan, which allows you to scan the top three cards instead of just one, an edge which can be devastating at times," Braunlich says. "Some characters—like the Talz, certain droids or spies—are strong at night due to night-vision ability, and so on."

Braunlich says future cards will enhance the concept further.

CONTINUED





## 2. A DISTURBANCE IN THE FORCE

Braunlich likes this card because it highlights the advantages that having a split between light side and dark side brings to the play of the game.

He points out that cards can be completely mixed (this card, for instance, is inserted into the opponent's deck), but are still easily tracked during play and retrieved afterward. There are already several cards like this, with more to come.

Braunlich likes this card in particular because "this one is fun—it always seems to come at an inopportune moment." It prevents any further force activation by the opponent that turn—which, Braunlich says, can really ruin his or her plans, preventing the deployment of a key card that turn, for example.



## 3. HAN'S DICE

It's a scene in the first *Star Wars* movie you may not have even noticed: as Chewbacca enters the cockpit of the *Millennium Falcon* before lifting off from Mos Eisley, he touches a tiny pair of dice dangling above the console. "They're not just a joke by Lucas," Braunlich emphasizes. "Han Solo believes in luck, not the Force."

Braunlich likes Han's Dice because it's an example of turning a seemingly insignificant detail from the movie into "a cool little card." The card gives good luck by improving your chances of getting a good destiny draw—but, since Obi-Wan says there's no such thing as luck, this trick is tied to ability.

"The card is a handy one to have in hand during a key battle, where a second shot at a good destiny draw is often important," Braunlich says.



## 4. YOU OVERESTIMATE THEIR CHANCES/DON'T UNDERESTIMATE OUR CHANCES

These cards makes Braunlich's list because they can result in some nice card combinations—as he knows from personal experience.

You play one if your opponent attacks you and you think you can win the battle, Braunlich says; the actual result will be tripled. That means the best tactic with this card is to try to "sucker" the opponent into what appears to be a good attack, but is actually a trap.

"I had one game in which my opponent attacked, I played You Overestimate Their Chances to triple the stakes, and the battle was played out, in which I had a favorable destiny draw," Braunlich recounts. "But he had Han's Dice and drew again, getting a five, enough to win. But then I played my ace in the hole: the Takeel card, which allows you to switch destiny numbers. I thus won by three, which was tripled to nine."



## 5. PANIC

Braunlich rounds out his list of the top five cards with this one, featuring a hilarious image of Han Solo. "It simulates the panic caused by an overwhelming attack and gives the player a chance to turn the tables," Braunlich says. "You can draw three cards and deploy them if they are of the right type, risking that you must lose them if they are not deployable."

Although the tactic often fails, he admits, "sometimes it works like a charm and it is certainly always fun when it is played."

He recommends occasionally stocking a Panic card in your deck because it will always make your opponent think twice about attacking you with more than double power.

*Edward Willett routinely answers holographic telephone calls from InQuest editors with the question "What is thy bidding, master?"*





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# CONTEST



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## THE WIN A DATE WITH CTHULHU CONTEST!



*It's Valentine's Day,  
and that means it's time to  
send Valentine cards  
to all the people out there you love.  
But what if you love Cthulhu,  
that nasty H. P. Lovecraft  
demon-spawn from Hell?  
Well, you can send him (her? it?)  
a Valentine too.  
And if you turn out to be the one  
object of Cthulhu's affection,  
you might even get  
a **BIG** token  
of his devotion.*





## Say What?

This here's a contest. We figure Cthulhu doesn't get enough love, so we'd like you to send... uh... it a Valentine. Not just any Valentine, but one that comes straight from the heart. We want a good ol' homemade Valentine that tells Cthulhu just how much you love... and since Cthulhu is a troglodytic, squid-like demon from the netherworlds, a Hallmark "Windows"-type sentiment probably won't cut the mustard. Send Cthulhu the kind of Valentine you think it would like to receive. Express your feelings well enough and Chaosium will send you on the ultimate trip...

## ... A Dream Date with Cthulhu!

One lucky reader will win an exciting dream date with Cthulhu! Since you probably really *wouldn't* want to go to the movies with an evil, crustacean-faced, smelly lord of the underworld, instead we'll give you the biggest Chaosium Cthulhu prize package you could ever hope to lay a tentacle on. It includes: a complete set of the Chaosium *Mythos* cards, a copy of the *Call of Cthulhu* rulebook, one copy each of the last six *Call of Cthulhu* supplements, one copy each of the last six books in the Cthulhu fiction line and a swell-as-hell Miskatonic University T-shirt. Whew! That's a lot of evil!

**This contest is sponsored by Chaosium, publishers of fine books and roleplaying games and stuff.**



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No purchase necessary. Contest is open to anyone except employees of Wizard Press, Chaosium and their immediate families or that fella who stuck the Cthulhu monsters in TSR's first Deities & Demigods book. Naughty, naughty, naughty! Print your name, date of birth, address, city, state, zip and telephone number with area code on the official entry form or a 3-by-5-inch index card and attach the form or card to your Valentine. Enter as many times as you like. Mail each entry separately to: Cthulhu Valentine Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winner. No cash equivalent or substitute prizes will be offered. Prize is awarded in the name of the contest winner and is not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. Are you the keymaster? All entries must be received at contest headquarters by March 31, 1996. Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winner will be selected by Cthulhu personally based on originality, quality and creativity among all properly completed entries by Wizard Press. Drawing will take place on April 15, 1996.

For the winner's name, available after April 15, 1996, send a self-addressed stamped envelope to: Win a Date with Cthulhu Winner, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

Fill this sucker out, attach it to the back of your Valentine, put it all in an envelope and send it all to:

**Win a Date with Cthulhu Contest,**

c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

## Contest Entry Form

Deadline is March 31, 1996—Cthulhu's waitin'!

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Name: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_

State: \_\_\_\_\_

ZIP: \_\_\_\_\_

Phone: (\_\_\_\_\_) \_\_\_\_\_

Roses or Candy? \_\_\_\_\_

Official Win a Date With Cthulhu Inquest



# On Deck

Reviewing the latest releases in collectible card games

## THE BOX

### STAR WARS: CUSTOMIZABLE CARD GAME

Limited Edition

Publisher: Decipher

Designers: Tom Braunlich and Rollie Tesh

Genre: You don't need us to answer this, do ya?

Set Size: 324 cards

Release: December 1995

Packaging: 60-card starter decks; 15-card booster packs

Suggested Retail: \$9.50 per starter deck; \$2 per booster pack

Rating: \*\*\*

**STAR  
WARS**  
CUSTOMIZABLE CARD GAME™

## RATINGS

\*\*\*\*\* THE BEST

\*\*\*\* VERY GOOD

\*\*\* AVERAGE

\*\* WEAK

\* POOR

## Star Wars: Customizable Card Game

**H**alf of the cards in *Star Wars: Customizable Card Game* belong to the light side of the Force; the other half are dark side. As it turns out, some things about this game are fantastic, others problematic. Overall, the game winds up being okay—not terrible, not great.

This is Decipher's second foray into the CCG market, the first being the *Star Trek: The Next Generation Customizable Card Game* (also by designers Tom Braunlich and Rollie Tesh), and much of what you liked about *Star Trek* is here, including sharp visual design and picture illustrations.

Unfortunately, some of the cards are painfully obscure. I mean, who is the Prophetess, Vader's estranged sister? Don't get me started on the "(Blank)'s Back" series either, which sports the backs of various people's heads. What kind of design is that?

Then there's the text. Which I think needs a little tightening. "If you have two stormtroopers and one weapon, target opponent's alien at same site." If you have a clue what this means and can read it without falling asleep, let me know.

Speaking of sleep cycles, check out the circular "flow of the Force" that powers this game. Force, measured by the number of cards in the deck, is used to pay for various actions. You start each turn by taking cards from your main draw deck and putting them face down into a Force pile. To use the Force, move the requisite number of cards from the Force pile into the used pile. At the end of the turn, the used pile moves to the bottom of your reserve deck.

When you lose cards in battles with your opponent, or when he makes you lose Force, cards from your Force pile are placed face up in the lost pile, which doesn't re-circulate. You win the game when you make your opponent run out of Force, that is, when he runs out of cards—an interesting idea that has its disadvantages, as we shall see.

Okay, enough griping. Once it gets going, the game isn't bad. You and your opponent play the dark and light sides of the Force, i.e., the Empire and the Rebellion. To start (the Empire goes first), pick one location site from your deck. The object is to establish presence at a location by placing a character with an ability of one or more there; you get control of the spot if you have personnel there but your enemy has none.

Since sites are played in a row, much like





## Star Wars Card Description



**A. Name:** Your favorites from the great trilogy are mentioned in this space.

**B. Icon:** This handy visual reference tells you if the card's rebel, Imperial, alien or whatever.

**C. Destiny Number:** The randomizing element of *Star Wars*—better than dice.

**D. Lore:** Interesting info about your card.

**E. Power:** What you're gonna use to blast the pants off your foe.

**F. Ability:** The supremo stat for using devices and

draining Force. You can't leave home without it.

**G. Force Sensitivity:** "The Force is strong in this one." But stronger in some than others.

**H. Text:** The nuts and bolt of this guy.

**I. Deploy Cost:** It takes Force to get these characters out, and this white box says how much.

**J. Forfeit Cost:** This black box indicates how much you can save in Force by giving up this guy. (Quite a lot.)

**K. Additional Icons:** More nice graphics to tell you what else this guy can do.

the *Star Trek* spaceline, it's possible for you or your opponent to control all the locations. As light and dark location cards vary slightly, it's possible to wrest a critical bonus from your rival by playing your version over his. But beware—he can do the same.

Control of a location grants you the ability to generate Force for yourself and, more importantly, the ability to drain Force from your opponent. This is the crux of the game: it's possible to win just by draining Force, never encountering another player's characters. But this rarely happens.

You fight to clear enemies out of locations. You must pay one Force to start a battle, to which your opponent may react by deploying extra cards. After that it's take aim and fire, which costs at least one Force; you can see how it slips away. Combat is resolved by drawing destiny: picking up the top card from your deck and comparing the "destiny number" in the top right corner to the number needed to hit a target. When hit, cards are discarded, but not before their Force drain is totaled. Then there's attrition, the danger of battle: players lose Force equal to the number of a destiny draw.

With all this Force loss, you might think that a game would end in about 15 minutes. Fortunately, all characters, vehicles, droids and ships have a forfeit value. That means if you have to lose six Force, you can instead lose one four-forfeit creature and make the other two up in cards. This makes for longer game play and requires strategy on your part: Do you throw away Ben Kenobi to save that vital Corellian Corvette you've got stationed at Yavin 4?

Ships can be used to shuttle people from system to system, but it's actually easier to get around by paying Force to move your characters from one docking bay to another. Starships are used principally to secure systems, which provide Force and have global effects on the sites connected to them.

The balance of other cards in the game are effects, equipment and interrupts. The first two usually stay in play for the remainder of the game, while interrupts go off just once and are immediately placed in your lost or used pile.

There's also a subgroup called Utinni effects. Utinni is the Jawa word for "come," and that's exactly what the target must drop everything and do to benefit from the effect, or to negate it if it's bad. These cards are great for twisting the strategy of your opponent.

That's the game. It's important to remember that your Force pile is what keeps you in the game; it doesn't pay to take loads and loads of cards into your hand just because you can—cards in

hand can't be reshuffled into your decks unless you have some card like Reactor Terminal. So it pays to be judicious, and to have cards like Electrobinoculars in hand to see what's in your reserve deck.

My biggest problem with the game is this: There comes a point where it's obvious one player is going to be the winner and one is going to be the loser. Not only is your opponent moving himself toward victory by draining your Force—your cards—he's also reducing your ability to act on your own behalf. Decipher needs to make more global hoser cards to help snatch victory away.

All in all, I think *Star Wars* is only okay. The game play is too cumbersome to excite me, and that law of diminishing Force returns burns me up. Still, for serious gamers and for die-hard *Star Wars* fans, it has its merits. Hopefully the new expansion will give this game a boost.

—Keith J. Olexa

## The Good, The Bad and The Ugly

### The Good

Based on a great movie, and it remains true to the source.

Photos. It's always neat to look at the cards and go, "I remember that scene!"

Destiny. Love it. It could have been dice—and I hate dice in card games. Makes it more of a challenge to build a deck: one-shot cards always have more destiny than, say, characters.

I like the idea of your deck being connected with your life. It makes your deck especially important.

### The Bad

Battle: hitting, Force drain, attrition, forfeiting... There has to be a simpler way.

The life Force cycle and its three decks. Round and round they go... There has to be a simpler way.

Though I like the idea of survival being linked to your play deck, there has to be some way to give a losing player a chance to bounce back. It's too easy to spiral into defeat.

Too many cards require too much to make them worthwhile.

### The Ugly

Utinni! Why do creatures as unimportant as Jawas have a whole category of cards named after something they said once in the whole trilogy?

Chewie and R2-D2: I'm not the only one who wonders where they are.

Darth Vader should have had cooler game text.

The rule book has neither a table of contents nor an index! O gods of gaming, when will you realize how useful those two rule tools can be?

—Keith J. Olexa



## Kult

### THE BOX

#### KULT

**Limited Edition**

**Publisher:** Heartbreaker Hobbies & Games

**Designers:** Bryan Winter

**Genre:** Horror

**Set Size:** 262 cards

**Release:** January 1996

**Packaging:** 60-card starter decks; 15-card booster packs

**Suggested Retail:** \$8.95 per starter deck, \$2.95 per booster pack

**Rating:** \*\*\*\*



**"R**eality as you know it is a lie." These words introduce players to the world of *Kult*, a modern setting with a morbid twist. As a player, you represent a major arcanum—one of 20 powerful beings competing for control over the crumbling remnants of the world. The object? Sway the majority of the population to your beliefs. Sounds simple enough, but how do you do it?

Each player starts by playing his major arcanum in front of him, establishing the foundation of his own individual mystic cross. The mystic cross contains beings and regions, and it is the engine that allows players to win the game. Your major arcanum represents the hub of the cross. The four spaces adjacent to the hub comprise the stage, while four more spaces off to the right make up the cast.

The keys to winning the game are the population markers. The population pool starts with nine counters in a regular two-player game (add five more for each additional player). In order to have complete control over a population marker, you must move it from the population pool to your cast, then to your stage, and finally to your hub. When you've got five population markers in your hub, you win.

Before you can move population markers, you need somewhere to move them to. Beings and regions are the two types of cards that can hold population markers, and they must be played in either your stage or cast. Unless a card says otherwise, it can only hold one population marker. As you put cards into play, you'll gradually be able to move markers from the common pool to your hub. Of course, in order to win, you'll need to prevent your opponent from doing the same.

As far as game mechanics go, playing cards is usually pretty easy in a well-tuned deck. Most cards require a combination of one or more of the five suits (crescent, eye, hourglass, rose and skull). In order to play a card, you need to have control of the suits designated on the card. If you think this sounds familiar, well, don't.

Unlike mana in *Magic*, suits are never used up by playing a card, and your major arcanum generates four suits right from the start. For example, Hod is a major arcanum who gives you two skulls and two hourglasses. Since these resources are always there, you can play cards requiring only skulls and hourglasses at no cost. But what if you need a rose to play something?

This is where one of the unique aspects of the game comes into play. You have the ability to repel population markers whenever you want. To repel a population marker, you simply move it down one step to a being or region capable of holding it (such as from your hub to your stage, or from stage to cast). You can repel one step to generate one of any suit for the rest of the turn. Also, a lot of the cool special abilities possessed by beings require you to repel

population markers. The result this has on game balance is great.

You may be one "pop marker" away from winning the game, but if one of your opponents is also getting close, you may have to repel one or more pop markers in order to keep him in check. Just because you've moved a marker to your hub doesn't mean it's going to stay there. They get moved around all over the place during the course of a regular game.

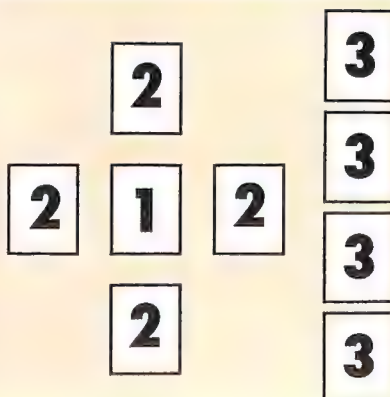
With all these beings running around trying to sway the popula-

### MYSTIC CROSS

**1. Hub:** This is where your major arcanum sits, and where you need to move population markers to in order to win.

**2. Stage:** The middle men. Beings or regions placed here are primarily used to transfer population markers, and they usually can't attack.

**3. Cast:** The more interactive zone, most combat takes place between beings in different casts. Population markers can be moved from the population pool to members of your cast.







**A. Card Name:** A different one for every card!  
**B. Combat Value:** How well a being does in combat. We don't care what your mother says—bigger is better.  
**C. Suits:** What you need to have in order to play the card. Usually these suits are provided by your major arcanum.

**D. Station Indicators:** The orange markers show where you're allowed to play the card within your mystic cross.  
**E. Description:** The type of being or card, its special abilities—all that funky stuff that makes the game interesting.  
**F. Artist:** We'll let you figure this one out for yourself.

tion, combat is an inevitable aspect of the game. In *Kult*, combat is simple: You choose who you want to attack with and who to attack. Then you compare each being's combat value. The higher number wins, the loser is discarded. However, there are enough cards that can be played to modify combat to make *Kult*'s combat system really interesting and challenging.

For example, my main man Hod has a special ability that lets you repel a population marker during combat to give a being +2 to its combat value, and you can do this as many times as you want. That means you can usually pull ahead to win a battle, but at the same time you'll be putting yourself further from your goal.



In addition to being and region cards, *Kult* also has commandments, influences and spells. Commandments are a lot like *Magic*'s instants. Influences are kind of like enchantments, and they include weapons, special powers for your beings, and limitations for your opponent's beings.

Spells are like commandments, but they are a lot more powerful and usually require at least two of a specific suit to play. Spells can only be played if you have a being who is a spellcaster in play.

The card mix makes for a lot of interesting combinations and deck-building possibilities, a strong plus for any game. Deck building starts with your choice of a major arcanum, which largely influences what cards you can put in your deck. This makes it easy for a beginner to make a good working deck if he has a large enough card base to start with.

*Kult* was designed and developed by Bryan Winter and the same team that did *Doomtrooper*, a highly underrated

game that suffered from coming out too soon after *Magic*. Hopefully, *Kult* will fare better. The system is very clever and unique, and extraordinarily well-balanced. The designers put a lot of thought into making the game truly interactive between the players, and it shows. For instance, in a two-player game, there are nine population markers—meaning that each player can take four markers for himself but will have to fight for the fifth, final, winning marker. If that game-breaking marker is in your opponent's pool, your biggest concern will be getting it over to your cast.

Overall, *Kult* is a unique new addition to the growing pool of collectible trading card games. The rules are smooth and easy to learn, but complex enough to keep players entertained for a long time, and, refreshingly, the outcome is never decided by your opening draw.

—Jeff Hannes

## The Good, The Bad and The Ugly

### The Good

With its unique system of transferring population counters, *Kult* is very well-balanced and a lot of fun to play.

A great two-player game, it's among the best multiplayer card games I've ever played. A three-player game takes about an hour and is well worth it.

There are very few cards that seem completely worthless, and the three-of-each-card limit makes every deck diverse.

### The Bad

The biggest problem with *Kult* is its subject material. With cards like *Fetus Alteration* and *Manipulate Passion* (picturing a topless woman), this game is not going to find any support from your local church group, and you won't find too many kids playing it either. That's understandable but regrettable, because the mechanics of this game are among the best out there.

Aside from more editing, the rule book could've used a table of contents and an index. A glossary of terms at the end of the book doesn't make up for the lack of those items, especially when it's inconveniently split between game terms and card terms.

### The Ugly

With the notion of tapping, Richard Garfield came up with a mechanic that's almost essential to collectible card games. So why do so many games have to pretend they're not using his idea? *Kult* has you turn cards over when they've been used. The biggest problem with this, besides the fact that you can't see what the card is, is that a lot of cards that get turned have counters on them! This can get downright ugly. Just tap, baby.

—Jeff Hannes



# Expansions

## Game Reviews

### Wyrms

### Warzone

#### THE BOX

##### WYRM

**Publisher:** White Wolf  
**Designers:** Mike Tinney  
**Genre:** Gothic Fantasy/Horror  
**Set Size:** 185 cards  
**Release:** November 1995  
**Packaging:** 15-card booster packs  
**Suggested Retail:** \$2.50 per booster  
**Rating:** \*\*\*\*



■ Both *Wyrms* (above) and *Warzone* (below) are top-notch expansion sets.



**W**yrms is a great expansion. I was never much of a Garou fan—they're just a bunch of goody-goody environmentalist wolves (I'll bet they're all vegetarians too). When I played *Rage*, I always nursed this sneaking desire to play the Wyrms—so warped, so twisted, so malignant. Imagine my joy when I opened my first pack. Now you can play all the corporations and secret societies that make up the Wyrms, along with their monstrous minions. And believe me, it's not an expansion for the weak of heart.

Or stomach. The artwork is amazing—and shocking. Cards like Infectious Touch are quite vivid, while Taste of Pain, although not quite as detailed, is gory in the extreme. I'm not damning this art—heck, I'm praising it. After all, this is the Wyrms, where demons-most-foul rub elbows (or whatever) with man and Garou.

The fetishes, gifts and events in this set are as unique and corrupted as everything else. I like cards like Stench of Death, Vampire Blood and Oil of Corruption. Take note also of Caern of Ritthku, which allows you to attack enemies in the hunting grounds. There is no honor amongst the Wyrms.

The game play itself is essentially unchanged. Instead of moots you have board meetings, instead of pack totems you have personal totems. And rather than take on enemies, the Wyrms terrorize helpless victims! If there's a major difference, though, it's in the characters. Most of the Wyrms cannot regenerate, frenzy or step sideways.

But before you snub this expansion, look at some of the characters. My personal favorite is Blossom. She's only four renown, but her power to remove both herself and any opponent's character from combat is amazing. Latonia the Seductress kicks with her eight renown, but more than that, if you don't like your opponent's combat hand, Latonia will seduce him into replacing it with another one! With powers like this, who cares if she doesn't have regeneration?

There's more, but you get the idea. Just go out and pick up some of these cards. The art is fierce, the characters are nasty and the victory will assuredly go to you—and not the weak, paltry wolves.

—Keith J. Olexa

#### THE BOX

##### WARZONE

**Publisher:** Heartbreaker Hobbies & Games  
**Genre:** Science Fantasy  
**Release Date:** December 1995  
**Set Size:** 140 cards  
**Packaging:** Eight-card booster packs  
**Suggested Retail:** \$1.75 per pack  
**Rating:** \*\*\*\*

**W**arzone adds a new twist to *Doomtrooper's* melting pot of intrigue and black technogoth atmosphere. Excellent!

This latest addition to *The Mutant Chronicles* universe introduces warzone cards, locations that modify character stats and other rules. This twist on play adds tactical dimensions not possible in the original set, which I think is great. You never know when a Hellstrom Mountains or Citadel Sanctum might come into play and wreck your plans of domination!

Many Dark Legion warzones will now kill a character on the first strike, rather than the second. Pretty scary! Home-turf warzones grant regular doomtroopers the same ability. But most warzones grant extra promotion points for killing a certain type of opponent or for killing in a certain way.

Now before you get too excited over this, here's the rub: You can normally only defend, not attack, from warzones. So unless you come up with some way to induce your wounded opponent to attack, it becomes at best a good deterrent.

The other twist is that you need to play a grand tactician card in order to play warzones. I opened nearly 20 packs before I got my first grand tactician card, though I'm told it's a common. Still, it should be easy enough to agree on a proxy or just start the game with all players as grand tacticians, unless you're a real rules hound.

At any rate, there are plenty of new cards in the set to help offset the great defensive potential of warzones. For instance, now there are cards that imprison other characters. Certain characters, like Bauhaus Cop, or effects, like Prison Camp, will imprison opponents when conditions are met. When you imprison, you discard all equipment from that character and effectively freeze him out of the game.

*Doomtrooper* is great, and *Warzone* only enhances game play. The art is that same battle-hardened *RoboTech*-meets-*Aliens* style you know and love. I'll say no more—just go out and get this expansion.

—Keith J. Olexa



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By Andrew Kardon

# Lord

Fantasy artist supreme Larry Elmore on his early *Dungeons & Dragons* days, dead artists and painting monsters

Dungeons. Dragons. Lances. Realms. You've seen the books. You've played the games. Perhaps you've even witnessed a small company by the name of TSR explode into a phenomenon in

## VITAL STATS

**Name:** Larry Elmore

**Born:** August 5, 1948, in Louisville, Kentucky

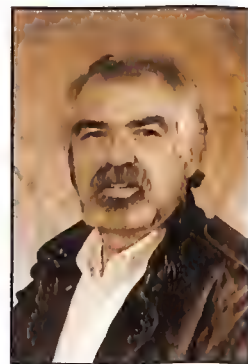
**Occupation:** Illustrator exclusively with TSR

**Base of Operations:** Leitchfield, Kentucky

**Career highlights:** Spent almost eight years working exclusively with TSR before going freelance and returning to the company some five years later. Worked on the covers to *Dragonlance* and *Forgotten Realms* and helped kick off the *Shadowrun* game.

the early '80s thanks to some truly world-class art and a revolutionary roleplaying game. Yet, as synonymous as TSR is with *Dungeons & Dragons*, *D&D* art is just as synonymous with the name Larry Elmore.

Through his breathtaking portrayals of dragons, wizards and warriors, Elmore is one of TSR's most widely known fantasy artists. Still, ever the professional, Elmore is never completely satisfied



with his art, whether it be his first painting back in high school—an outdoor scene depicting a group of Indians trying to kill a buffalo—or his current *Dragonlance* covers. After careful consideration, though, the fact that the 47-year-old fantasy master is never fully satisfied with his work really isn't that ironic. As Elmore himself puts it, "Trying to improve is the whole thing."



**InQuest: Let's start back at the beginning. You must've had a real exciting childhood to inspire the paintings you've done.**

**Elmore:** I was pretty average for a kid in rural Kentucky. We didn't have a farm, but we owned a house and lot out in the country. And when I wanted extra money, I would do farm work for neighbors and stuff. My dad worked at Fort Knox in Civil Service. I just went to high school and liked hot rods and girls.

**Did you spend any of your time drawing at all?**

I drew all the time. I always drew. Painting didn't really enter my mind. I didn't have any art in grade school or high school. I drew with colored pencils, but I always drew from the time I was three years old until now. So I was constantly drawing; that was a form of entertainment for me.

**You're saying that you actually remember drawing when you were three?**

Yeah. My sister was born when I was five, and I can remember drawing a lot before then. My mom's got lots of little drawings that I did, mainly horses and people working on old cars. [Laughs] If you looked across the field, the closest neighbor was about a quarter mile away, and he had some sons that were working on their cars all the time. They constantly had their cars with the hood up and the trunk up, y'know, working on 'em. And I would draw these cars with the hoods up and people standing around them. I hardly ever had the trunks closed. And I liked horses, though a lot of them were stick horses. And I always tried drawing people like mommas and daddies and kids.

**So when did the "professional**

**artist" bug finally bite?**

Well, that sort of creeps up on you. By the time I was say in the 7th or 8th grade, everybody knew me as the class artist. Then in high school, that was sort of your identity—you could do the art. If there was any art needed, they would call on you. At the time, I realized that that was the only thing I could do. I thought, "Well, I might as well go to college and major in art since I don't love anything else I can do very well." And I enjoyed it. By the time I got out of high school, Vietnam was going on pretty strong. So that'd be a real safe place to be for a while... [to] go on to college. But I ended up getting through college [at Western Kentucky University] and I still got drafted. [Laughs]

**"If something happened to me and I got stuck inside some place or got thrown in jail for the rest of my life, I would like to be able to draw anything...to escape through my imagination...to be able to draw anything just from my mind."**

**You must have gotten some very vivid ideas for paintings while serving over in Vietnam.**

No, I didn't go to 'Nam. I was all ready to go, but I ended up spending about a year and a half in Germany. It was neat. I tried to absorb the European landscape and everything because I knew I was already interested in fantasy art. To me, fantasy always takes place in Europe. If you're talking about "once upon a time" kind of stuff, it always seemed to be in Europe someplace... [When I returned home] I went to

work at Fort Knox as an illustrator for the government drawing tanks, helicopters and soldiers for training manuals.

**Okay, not counting the work you did for those training manuals, what was your very first published work?**

The first thing that was really published was back in the late '70s in *National Lampoon Magazine*. It was a piece that was assigned out of the clear blue. A friend of mine had sent some samples in to them because I never thought I was good enough. He had a friend that was a writer for *National Lampoon*, so he sent my art samples into this guy who said, "These are good." Shortly after, I got a call and I thought, "Is this for real?" At first, I thought it was some

friends of mine trying to tease me with a New York accent. But he finally convinced me that he was for real. The job was doing a Trojan Horse. I was like, "Whoa, a Trojan Horse? That sounds neat." But it wasn't a Trojan horse, it was a Trojan condom with little Trojans popping out. So it was sort of a bittersweet kind of thing. I'm finally getting published, but I'm doing a giant rubber. [Laughs] So I did it and the guy liked it. I did several other inside things. At that time, *Lampoon* owned *Heavy Metal*, and I got a back cover of *Heavy Metal* and an interior piece. But I wasn't really pursuing anything.

**You're telling me that one of the top artists in the fantasy field literally stumbled into the industry just because his friend was nice enough to send in some samples for him? That's some friend!**

Yeah. I was wanting to get into it, but I wasn't ready yet. I kept thinking I wasn't ready. I guess I wouldn't ever be ready; I wanted my art to be perfect or something. I kept waiting to get better, and they kept saying, "You're





good enough now." And even when I was being published, I knew in my heart I wasn't good enough and I had to get better. I think that's been my struggle. I don't know if it'll ever happen, because I'm hardly ever satisfied with a painting I do. And the same thing happened with TSR.

A friend of mine was playing this new game called *Dungeons & Dragons*. He was an illustrator working at Fort Knox also. We played it one time and it was fantastic. He showed us the covers for their work—and oh, the art sucked really bad. And, of course, we found out later, most of the art was done by friends and neighbors of the people that worked there. They hadn't contacted any real professional people. So my friend said he could do that good. But he worked sort of cartoonish and I worked more realistic. So he sent his samples and on the spur of the moment sent some of my samples in. He got really pissed, because they wanted to use me for something and not him. So I did a piece for them and then they wanted to talk to me some more. They basically made me an offer I couldn't refuse. So I quit Fort Knox and me, my wife and my two children moved to Wisconsin.

#### **What was it like working for TSR?**

At that time, it was a lot of fun. We were very creative. We had a nice art department; all of us worked in one big room. Shortly after I got there, I helped get Jeff Easley on board, and it wasn't long before we had a really great art department. I think all of us there learned a lot from each other. I guess of all the times in my life, I probably look back on that group of

guys—Keith Parkinson, Jeff Easley, Jeff Butler and Clyde Caldwell—as probably the best I've ever worked with. We all got along well, had a good time and it was a blast. I worked for TSR from '81 to, I think, late '87. Keith Parkinson and myself went freelance at the same time and got a studio on Lake Geneva. We stayed together for about two years and I said, "If I'm freelancing, I may as well move back home. My folks and my wife's folks are all from the same area [in Kentucky]. My kids didn't get to see their grandparents very often. So I thought it'd be neat to bring them back and show 'em their heritage, whether they'd like it or not. So we did. And TSR would continue to contact me to move back and work for them. The biggest problem was, I didn't

want to move back to Wisconsin. I like Wisconsin; I like the people. But [Kentucky] is home to me and I'm very much a homebody. I guess it's the land here. It's got nice gentle rolling hills and a lot of different kinds of landscapes. TSR said, "Why don't you stay in Kentucky and you can work for us?" So, in '93 we sort of made a verbal agreement and I went back to work for them. So I've been working with them exclusively since then.

#### **You have such a nice, realistic feel to your work. What goes through your mind before and during the painting process?**

When I was younger, this is the way I thought. If something happened to me and I got stuck inside some place or got thrown in jail for

## THE BEST OF THE BEST

Favorites. Everyone's got some. In artist Larry Elmore's case, his favorite subjects are landscapes and people. And he just loves painting women, although in over 10 years with the company, he hasn't had a chance to draw too many sexy women. "One of these days," he says, "I'm just gonna do a really sexy barbarian girl. Just for the fun of it!" And with countless paintings under his artistic belt, Elmore must certainly have a few favorites in his collection. The talented artist, who prefers painting with oils on masonite (although he recently started using linen—a finer grade of canvas—to try for a softer feel), managed to come up with three of his favorite works.



#### **• Avalyne the Life Giver**

It's a snow scene with some pine trees in the background. In the foreground, there's a girl kneeling in the snow and there's like a dead warrior she's trying to heal; she has her hand placed on his chest. Then in the background, there's a giant walking away and he's sort of looking over his shoulder. And you can tell by the footprints in the snow that he's probably the one that clubbed this guy. I like that one because when I start painting, the first thing I get is a little mental picture. I try to draw this and paint what I see in my mind. And usually, if you get about 75 to 80 percent of what you see, you're pretty good, 'cause a painting usually gets a life of its own also. On that particular painting, it came out almost exactly as I envisioned it. And that's probably the closest that that ever happened."



the rest of my life, I would like to be able to draw anything...to escape through my imagination... to be able to draw anything just from my mind. So I spent my whole life basically observing nature. Looking and looking. I grew up in a real rural area so I spent a lot of time in the woods looking at trees and leaves and grass and moss and rocks and stumps. You name it. And when I go to different places in the U.S. or in Europe I always study that. When I sit down to draw I try to remember what things are like. I want to do everything from my imagination. I can use models for parts of the painting, like a real tree or rock or people, but then I can fill all the gaps from my imagination, which I've trained my whole life to do. It can make a painting

look very convincing.

**Do you use any reference materials at all?**

I've got a lot of pictures; I've taken a lot myself. And every time I go over [to Europe] I try to pick up some books and magazines. And then the biggest help is that I had a friend who was in the military in Europe. He got stationed back in Germany, and I made a deal with him. If he'd take pictures for me, I'd give him prints. So we did that, and he took vacations all over. So I've got lots of original photographs of all these places. That really helps.

**What projects can we look forward to from you in the near future?**

I'm going to be the co-author of a book next

year. I come from a line of storytellers; it's Kentucky heritage. Storytelling was an art when I was a child, so I was always good for a lot of stories. And after reading a lot of the books I've illustrated, I was like, "I've got some stories just as good or better than that." So I got with a cousin of mine and told him what story I had and he got all fired up. I had the story in my mind, so I started writing it; it took about two years to do. We submitted it to Bane books first, and they wanted a change. And I could tell from the change they wanted that they hadn't read the book real good. So I sent it to TSR and the editor [Phil Athans] read it there and liked it. We had a lot of fat in the book, so we had to trim it down. It should come out somewhere around May, June, July.



**• Dechara's Tree [above left]**

"It's just a girl in a red dress, sitting in the fork of a dead tree. It's a real moody thing. And again, it came out very close to what I envisioned."

**• Shadamehr Encounters Baakish Vah [above right]**

"I did this one for myself. It's a guy on a black horse in a snow scene. A warrior with a long lance. And out across the field is this huge kind of monster, this sort of humped-back thing with horns. He would be huge, probably like 30 feet tall, but he's in the distance



so he's not overpowering the piece. There's just mountains behind him and a heavy sky. That's one of my favorites. I'm not really good at painting monsters; I think it's because monsters don't scare me. I guess, growing up and being in the woods a lot, I wasn't scared very easily. What scares me more than anything is not knowing what's there—the suspense. Painting a monster is hard for me to do. I get to paint a lot of dragons but to me, a dragon's not really a monster; it can be beautiful really. So I thought I'd paint a monster. Something that would probably scare me if I was out in the snow. I like the old monster; he looks pretty good."

Elmore put out a limited-edition print of *Shadamehr Encounters Baakish Vah*, which has since sold out, but it was also used by ICE in its *Heroes* game. If you'd like a catalog of currently available prints and artwork from Larry Elmore, write to the big guy himself at:

Larry Elmore  
1314 Sunbeam Road  
Leitchfield, KY 42754  
And tell 'im *InQuest* sent ya!

—Andrew Kardon



**From artist to scribe, that's a pretty big jump. What can you tell us about your first novel?**

Right now, the working title is "Runes of Autumn." I call it a stand-alone book. It's not under any titles like *Dragonlance* or *Forgotten Realms*; it stands on its own merit. It's a little bit of a different take. Sort of like my paintings, I'm trying to make it real. So much of [fantasy] is, "We've got to get together, go down the road and fight a dragon." Pretty soon it's like those movies where you're murdering somebody every minute, and after a while murder is no big deal. So what I'm trying to do is take a very realistic situation and then when all the magical and fantasy elements happen, it seems fresh and new and powerful. It's not one of these novels trying to save the world. It's a novel trying to solve one problem in a village, a series of murders and mutilations. It's like a fantasy mystery. I'm doing the cover and some interior illustrations.

**Do you have anything else coming out this year that we should keep our eyes peeled for?**

With TSR, I've done some hardback covers already and some paperbacks. This year, all the ones I've done since August have been a lot of fun and they've been good paintings. And most of them have been book covers except for one game cover. It's a snow scene, a sort of comical one. It's a giant roasting a girl, pretty wild for TSR. It's for a game I think is called *The North*. I've also got some Colossal Trading Cards on the market now. They're printed so well, you can frame those things. I think they're cutting into my print sales. [Laughs]

**Fantasy's really hit it big these past few years with all the col-**

**lectible card games out there like Magic: The Gathering and such. What do you think of this whole collectible card game craze?**

I've stayed away because I was afraid I'd get addicted like everybody else. I'd never get any work done. I've got lots of cards people have given me all along. I think it's a good thing. The market will eventually establish itself and it will all boil down to what is truly collectible. I think with some of these art cards, there's some collectibility. An artist can only produce so much in a lifetime. He's gonna surely croak one of these days, and



**Perhaps Elmore's most notable works: the *Dragonlance* covers**

that's the end of his collection. If the card producers stay true and don't screw up their own market, then they could become very collectible. An artist can only produce so much, and I think there's a value built in that. There it is. End of collection.

**You've got an extensive collection yourself. Over the years, you must have been inspired by a bunch of different artists.**

**Who would you say are your biggest influences?**

In fantasy, I'd have to say Frank Frazetta. Not necessarily so much in the way he painted. He made me realize you could just do it. You can't help but like his paintings, and he does action better than anybody can. And also Greg and Tim Hildebrandt. That first Tolkien calendar really blew me away. They were an influence. They still are; the way they do colors. Most of the fantasy artists that had been working in the '60s and '70s have all been influences on me. And then there's the early American illustrators like M.C. Wyeth and

Howard Pyle. The living Western artists. There's so many of them, I can't think of 'em all. And then there's a period of realistic painters in Europe and America right around the 1880s. They were doing representational art, you might say, and these artists are just now being recognized.

**Sounds like you had a lot of influences.**

The more you look and study, the more influences; you have. At one time, I only had two influences; it was Frazetta and Norman Rockwell. Those were the only two artists that I knew, that caught my attention. And then it went from there to "the more I saw, the more influenced I got." The older I get, the more I appreciate and the better art I can appreciate.

**And I'm sure your work has influenced other artists as well. What do you think of today's fantasy artists?**

Oh, there's a lot of great art; there's a lot of good young artists. But there's always room for improvement. You see a lot of art and, of course, there's better art because there are more artists. But there's still room for improvement all the way around. Artists should never get lazy. We should always try to improve.

*Andrew Kardon, King Copy Editor for InQuest's sister mag Wizard, once drew a gold-plated dragon fighting a centaur, but it looked more like a squished banana and a flying squirrel.*



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Cthulhu



**P**eople called him crazy, but really, we should all be so crazy. Sure, if H.P. Lovecraft were living in the apartment next door, you might wonder about this quiet, dirt-poor, horse-faced outsider who spent his days writing hundred-page letters. Maybe you'd picture headlines like "NEIGHBORS SAY KILLER WAS 'STRANGE DUCK.' "

But after all, we should expect a few peculiarities from the creator of the Cthulhu (kuh-THOO-loo) Mythos, the greatest hoard of horror fiction between Poe and Stephen King. If we had more strange ducks like H. P. Lovecraft, the books we read would be a lot stranger and more interesting.

In the usual script, the next bit is supposed to be (1) alcohol and drug abuse, (2) terrible rages, (3) "KILLER CALLED 'LONER' BY SPOOKED NEIGHBORS." Nothing of the kind could be attributed to Lovecraft. He lived out a quiet life in Providence, traveling often along the eastern seaboard and writing letters, letters, tens of thousands of letters—possibly more letters than anyone in history. He never touched liquor or drugs, although he had an amazing appetite for ice cream. For all his faults and oddities, Lovecraft was also independent, rational, philosophical, curious and amazingly well-educated. He died in 1937 of intestinal cancer and kidney disease.

What saved Lovecraft from tragedy or

Care Bears. But HPL always recognized that his true talent lay in horror fiction.

His many terror tales, influenced by Edgar Allan Poe, Welsh fantasist Arthur Machen and others, derive from his own fears. From Poe's work, HPL borrowed highly strung, morbidly sensitive Gothic narrators; from Machen, the device of stark cosmic terrors erupting into a peaceful rural setting. The fantasies of British writer Algernon Blackwood showed Lovecraft how to conjure weird entities that shatter the barrier between reality and imagination.

But ultimately Lovecraft's work is very original, powered by his personal phobias. Horror novelist and editor T.E.D. Klein listed most of the menu: "His own private dreads and revulsions produced a body of work filled

**Lovecraft often began his tale in a mundane, carefully described backwater town and then gradually boiled the reader's brain with bizarre happenings, hideous alien things and a growing sense that the universe doesn't care about us.**

## THE CREATOR

Hearing about the early life of Howard Phillips Lovecraft (or, as his fans often call him, "HPL"), you might expect the worst. He was born in 1890 in Providence, R.I. His father went crazy and died young, his mother was a clinging neurotic, and Howard grew up a reclusive and sickly boy in genteel poverty. He became an avowed and lifelong atheist by age 12 and got drummed out of Sunday school.

Lovecraft never held a regular job. After his mother's death in 1921, he made a poor living as a critic and ghost writer; he ghosted a story for escape artist Harry Houdini. He married in 1924 and moved to Brooklyn, but after two miserable years he divorced his wife and returned to Providence. There he lived alone and basically friendless. Those who knew HPL described him as emotionally remote, prim, neurotic, alienated, intellectual, aristocratic, anti-quarian, contemptuous of commercialism, militaristic and vehemently racist even by the standards of his time. In other words, a real charmer.

oblivion? Very early in life, around age 7, he started writing. He was driven to write. At age 24 he joined an amateur press association, a tiny group of writers who wrote cheaply printed fanzines for each other. Until then, "I was as close to the state of vegetation as any animal well can be," he wrote. "What Amateur Journalism has given me is—life itself." For the rest of his life, finding kinship with this microscopic audience, he filled dozens of issues with philosophy, criticism, political theory, humor—and stories, strange fantasies of horror and the macabre.

Urged by his readers, he submitted some of his tales to the influential magazine *Weird Tales* and quickly became one of its leading writers. In this and other pulp magazines, he published the works that still attract many thousands of readers today.

## THE STORIES

Lovecraft claimed to be attracted by beauty more than by fear, and some of his works are exotic fantasies in frank imitation of the early 20th century Irish writer Lord Dunsany. These are about as creepy as The

with cannibalism, bestiality, reverse evolution, fish-gods and fish-men, reptile-men, ape-men, creatures both slimy and scaly, monsters behind human masks, savage tribes, degenerate backwoodsmen, fungoid rotteness that spreads like cancer, and decomposing corpses that walk and speak like men." Fungoid rotteness—yum, yum!

A subset of Lovecraft's tales, just over a dozen stories and novels written between 1921 and 1935, concerns an imagined pantheon of sinister, inhuman gods, the demented cults that worship them, and the arcane texts that describe their inevitable return to Earth. These stories, and those of later writers, form the core of what we know as the Cthulhu Mythos.

Most of Lovecraft's horror fiction—especially the Cthulhu Mythos stories—troubles the reader with one central idea: that Earth used to belong to another race that got driven away, but lurks in the darkness, waiting to take back the world. The Mythos gets its name from the 1926 story that kicked off this cycle, "The Call of Cthulhu."

So, who are these new neighbors? Supreme among them is the blind idiot god

**Unspeakable elder gods, their creator H.P. Lovecraft and all about losing your sanity** By Allen Varney



Azathoth, who sits formless at the center of the universe "encircled by his flopping horde of mindless and amorphous dancers, lulled by the thin monotonous piping of a demonic flute held in nameless paws."

Not your idea of a fun playmate? Just look at these:

- Yog-Sothoth, a giant agglomerate of iridescent spheres coterminous with all time and space, Opener of the Way and provider of mind-shattering wisdom.

- Shub-Niggurath, the Black Goat of the Woods with a Thousand Young, a fertility deity that manifests as a huge, cloudy mass and spawns hideous, three-legged Dark Young.

- Nyarlathotep (nye-ar-LATH-ho-tep), the Crawling Chaos, enigmatic messenger of the gods, whose 999 forms appear frequently among humanity to enforce the Outer Gods' will.

And those are just the Outer Gods. Beneath these entities in power are the Great Old Ones, powerful alien beings that plot to retake the Earth they once ruled. Chief among these is Great Cthulhu, who dwells in a kind of suspended animation at the bottom of the Pacific, in the sunken city of R'lyeh.

Cthulhu is a "Dating Game" contestant's worst nightmare: "A monster of vaguely anthropoid outline, but with an octopus-like head whose face [is] a mass of feelers, a scaly, rubbery-looking body, prodigious claws on hind and fore feet, and long, narrow wings behind." Oh, and he's as big as

from Yuggoth (i.e., Pluto), insectile things that steal brains and store them, still living, in canisters, plus shoggoths, shantaks, dholes, flying polyps, nightgaunts, dimensional shamblers and other cheery folks.

Just as important as the monsters in these stories are the vivid settings. Almost all take place in Lovecraft's beloved New England, in quaint but sinister, history-soaked towns

care about us.

You want to know the real terror in the Cthulhu Mythos stories? It's not only that godlike monsters want our world, and not just that secret cults are carrying out conspiracies forged eons ago that will inevitably destroy the human race. It's that nobody out there cares. This is, like, the natural order of things. We gradually realize that Cthulhu

**Those who knew HPL described him as emotionally remote, prim, neurotic, alienated, intellectual, aristocratic, antiquarian, contemptuous of commercialism, militaristic and vehemently racist even by the standards of his time. In other words, a real charmer.**

a mountain. When "the stars are right," Cthulhu and his servitors will return to life and take over the Earth, driving out humanity like vermin. This obviously justifies Cthulhu's being part of the title of Lovecraft's work.

The Mythos is populated by many lesser figures: Dagon, whose Deep One servitors are the fish-men Klein mentioned above; Hypnos, god of sleep; the Mi-Go, or Fungi

like Arkham (a fictional analogue of Salem, Massachusetts), where scholars at Miskatonic University study such eldritch texts as the *Necronomicon*, written centuries ago by the mad Arab Abd al-Aziz.

HPL often began his tale in a mundane, carefully described backwater town and then gradually boiled the reader's brain with bizarre happenings, hideous alien things and a growing sense that the universe doesn't

and his bunch aren't even *evil*, because "good" and "evil" are human concepts that mean nothing to the uncaring universe. Now, that's scary. Lovecraft begins the story that spawned the Mythos, "The Call of Cthulhu," as follows: "[S]ome day the piecing together of dissociated knowledge will open up such terrifying vistas of reality, and of our frightful position therein, that we shall either go mad from the revelation or flee



**"Submit to us mortals, or we'll kick your ass up around your ears."**



from the deadly light into the peace and safety of a new dark age."

## THE LEGACY

Lovecraft's visionary work attracted a small but talented circle of like-minded writers. In the best spirit of amateurdom, Lovecraft freely encouraged them to add stories of their own to his pantheon of Mythos tales—a happy contrast to the licensing deals and shared-world contract anthologies of today. Clark Ashton Smith, Frank Belknap Long, Henry Kuttner, Robert E. Howard and others added new deities, cults and occult texts. They thought it great fun.

After Lovecraft died, one of his most devoted correspondents, an energetic Wisconsin writer/editor named August Derleth (1909-71), co-founded and ran a publishing company, Arkham House, specifically to preserve HPL's work. It remains one of the most successful small presses in the country, and its three huge volumes of Lovecraft's fiction—now in corrected critical editions—are still the mainstay of its line. A new generation discovered Lovecraft through these books. Later horror writers like Brian Lumley and Ramsey Campbell modeled their early works on his. (If you've seen these works, you know this turned out to be a mixed blessing.)

Since the rise of Stephen King, Lovecraft's influence on horror fiction has faded. Strings of weird adjectives and long, overwrought, hypnotic sentences no longer trail across the horrific page. But HPL's small niche in literary history is secure, shored up by annual conferences, small-press pamphlets that republish his every scrap of fiction, bibliographies, and fine work by the tireless scholar S.T. Joshi. Of all of Lovecraft's works, the Cthulhu Mythos stories draw the most attention.

As his tales grew more popular after his death, some critics and amateur psychologists began saying Lovecraft was nuts. They never tried to argue that he actually believed in the Mythos or in magic (his letters make it clear he didn't), only that, well, gee, someone who lived alone, felt alienated, and wrote maybe 100,000 letters *must* be crazy. Colin Wilson, a prolific British author who has himself written Mythos stories, wrote in *The Strength to Dream: Literature and the Imagination* (1962) that Lovecraft "made no attempt whatever to come to terms with life," was "totally withdrawn," had "rejected 'reality' and [was] fundamentally 'sick.'"

Baloney. HPL had plenty of limitations, but he coped with them rather gracefully. He traveled a lot, maintained a huge network of correspondents and conveyed a powerful literary vision that still draws in readers.

His sickness, if any, lay in his compulsion to write exactly the twisted stuff he wished, without concession to commercial pressures. Man, gimme some of that sickness!

## THE ROLEPLAYING GAME

Lovecraft's stories have made it onto film and into comics, but possibly the biggest source of Cthulhu converts is the remarkable *Call of Cthulhu* roleplaying game from Chaosium (Albany, Calif.). Published in 1981 and now in its fifth edition, CoC was the first horror roleplaying game and remains one of the best. According to Chaosium, the game and its excellent line of supplements have won two dozen gaming awards. CoC has also kept Chaosium alive through some tough times.

Designer Sandy Petersen based *Call of Cthulhu* on Chaosium's venerable "Basic Roleplaying" system, which in turn derives from *RuneQuest*. Early on, Petersen apparently assumed that CoC would be a novelty game, a change of pace from standard fantasy fare: "In this game the monsters win—hee-hee!" But just as in a good HPL story, a grander and spookier view gradually pervaded the game's scenarios. Under editors Petersen, Lynn Willis and Keith Herber, CoC has evolved into the major example of Lovecraft's continuing influence.

What makes CoC so neat? Much has been written about the game's unique attractions. Set mostly in the 1920s, it is the only historical RPG to become an authentic hit. It creates vivid settings, just as Cthulhu's creator did. The "Lovecraft Country" supplements meticulously describe Arkham, Dunwich, Kingsport and other sinister towns, sometimes house by house.

Also, because Mythos monsters are so much more powerful than player characters, heroes (called "investigators" in the game) can't just charge in with guns and dynamite. They must uncover clues, scout out the scene, and otherwise show prudence. This encourages actual roleplaying instead of combat mania. Players often talk of strong attachment to their characters, even though the characters inevitably perish in

the slimy jaws of some dhole or Elder Thing. Or, just as bad, they run out of Sanity.

Sanity is the signature rule system of *Call of Cthulhu*, the one system everyone knows and other games imitate. Characters have a Sanity score from one (barely sane) to 99 (solid as a rock). As they see monsters and other horrors, or study the abominable and profane tomes that increase their Cthulhu Mythos skill, characters inevitably lose Sanity points. Sudden sharp drops incur a temporary insanity from a two-page list, and when one's Sanity reaches 0, the character goes permanently ga-ga and leaves the game. Few roleplaying experiences match the fun of playing a stiff-upper-lip 1920s investigator as his mind slowly, slowly unravels...

But setting and Sanity notwithstanding, the key ingredient in *Call of Cthulhu*'s popularity has been its sensational adventures. No other RPG's scenario support even remotely approaches the breadth, originality, flavor and quality of the CoC line. With such massive globetrotting campaigns as *Masks of Nyarlathotep* (1984) and *Horror on the Orient Express* (1991), as well as many fine scenario collections, CoC offers an astounding range of settings, activities and fears. The game has expanded beyond the 1920s with two other period settings, *Gaslight* (1890s London) and *Cthulhu Now* (modern-day). Another supplement, *Dreamlands*, even captures the high-fantasy atmosphere of Lovecraft's Dunsanian tales.

Just as Lovecraft's friends began writing Mythos stories back in the 1930s, small com-



Eee-gad! Stroke! Stroke, dammit!



panies license rights to publish their own CoC scenarios today. Chief among these is Pagan Publishing (Seattle, Wash.), which has produced an exceptionally intelligent line of major campaigns like *Walker in the Wastes* and *Coming Full Circle*. Pagan's magazine for CoC enthusiasts, *The Unspeakable Oath*, is superb. Pagan also sells—believe it or don't—stuffed Cthulhu plush dolls, Papa (with wings) for \$28 and Baby (without) for \$20. (For more information on Pagan Publishing see the "Getting Into Cthulhu" sidebar.

Startlingly and happily, Chaosium's *Call of Cthulhu* line shows a mordant sense of humor. The two *Blood Brothers* scenario collections bring the CoC rules into campy, one-evening adventures based on classic horror movies in various genres: vampires, werewolves, dinosaur, detached body parts, killer dolls and even Mexican wrestling movies. You even get game statistics for Abbott and Costello! Pop a bowl of popcorn and have a rousing time.

## THE CARD GAME

With the trading card game craze in full swing in mid-1995, Chaosium began work on *Mythos: The Call of Cthulhu Collectable Card Game*. Each of two or more players of this game becomes an investigator with unique skills and a Sanity value. Investigators travel around Lovecraft's world in search of allies and Mythos spells, all the while struggling to remain sane.

Chaosium partner Charlie Krank designed *Mythos* and its first three boosters simultaneously, producing over 400 cards in a single dark spawning. The basic game, which is scheduled to debut in March '96, is sold in 60-card starter decks that focus on "Lovecraft Country" in New England: Arkham, Kingsport, Dunwich and other spooky places.

**In *Mythos: The Call of Cthulhu* CCG, cool artwork like this abounds.**



Released with the basic game, the first expansion, *Expeditions of Miskatonic U.*, develops deeper mysteries surrounding the same area. It's sold in 15-card boosters.

A second expansion, *Cthulhu Rising*, appears in late April. This takes players to the sunken (or is it?) island of R'lyeh in the Pacific, where Great Cthulhu lies dreaming. In late May, the third expansion, *Legends of the Necronomicon*, ranges across the Middle East and Europe in a search for the original eldritch tome.

Lovecraft's continuing popularity, in games, books, bumper stickers, buttons (Cthulhu Saves!) and other spinoffs, shows that artistic success has little to do with "normality." Like all early science fiction and fantasy writers, HPL wrote not for money or fame, but because he felt compelled to create. Today's career-minded fantasy novelists, with their three-book contracts and merchandising deals, sneer at Lovecraft as a hopeless failure. Yet his weird vision has survived, and it will last long after today's bestsellers fade away.

*Allan Varney (a.varney1@genie.com) has written five published books, 15 roleplaying supplements and three board games. He wishes he were as "strange" as H.P. Lovecraft.*

# GETTING INTO CTHULHU... (ICK!)

H. P. Lovecraft's complete fiction has been published in three thick volumes by Arkham House. Try them in this order: *The Dunwich Horror and Others* (corrected text 1985), *At the Mountains of Madness and Other Novels* (1985) and *Dagon and Other Macabre Tales* (1986). Look for them at specialty bookstores. The hordes of cheap paperback editions can be uneven, so if you don't like one, try another.

Looking for a Lovecraft movie or comic? There are bunches. Looking for a good movie or comic? Hmmm. You might start with the first film ever based on a Lovecraft story (in this case, the novel *The Case of Charles Dexter Ward*): a 1963 Roger Corman quickie called—get this—"Edgar Allan Poe's Haunted Palace." (It's a strange place, Hollywood is.)

After that, the pickings get slim. You can get into fistfights with Lovecraft fans over whether Stuart Gordon's "Re-Animator" (Empire Pictures, 1985) or any of Sam

Raimi's "Evil Dead" movies (1983, 1985, 1993) bear any resemblance to the Lovecraft sources they claim. Probably the best film evocation of HPL is the 1991 HBO made-for-cable movie "Cast a Deadly Spell," starring Fred Ward as detective H. Phillip Lovecraft. Set in a 1948 Los Angeles where use of magic is common, this fine movie manages to be faithful to Lovecraft without adapting any Mythos story!

In comics, you can find a lot of pale Mythos adaptations in early '70s Marvel comics like *Journey into Mystery* or Warren's *Creepy* and *Eerie*. More recently, Millennium Publications produced several three-issue runs of Mythos comics that gave new meaning to the term "limited series": *H.P. Lovecraft's Cthulhu: The Whisperer in Darkness*, *Cthulhu: The Festival*, and a "Re-Animator" adaptation. Ugh.

Lovecraft's *Necronomicon*, no matter what anybody tries to tell you, doesn't exist and never did. He made it up. You can find several recent books published under that title, even including a couple of art books by "Alien" artist H. R. Giger.

For a practical *Call of Cthulhu* roleplaying campaign, get the rulebook (fifth edition, \$22), the first *Investigator's Companion* (\$11), *Arkham Unveiled* (\$19) and a scenario book such as *The Great Old Ones* (\$18). Once you're under way, *Masks of Nyarlathotep* (\$19) and *Horror on the Orient Express* (\$40) will keep you busy for months apiece. (All this is available through Chaosium, at 950-A 56th Street, Oakland, CA 94608. E-mail: [chaosium@aol.com](mailto:chaosium@aol.com). World Wide Web: [www.sirius.com/~chaosium/chaosium.html](http://www.sirius.com/~chaosium/chaosium.html).) Meanwhile, *Mythos* 60-card starter decks—due out in March—cost \$8.95; boosters cost \$2.95.

Chaosium has also published Daniel Harris's *Encyclopedia Cthulhiana* (\$11), which covers fiction, poetry, and gaming material.

The best CoC material today comes from Pagan Publishing ("Plotting the downfall of humanity since 1990"). Pagan is also readying its own massive Cthulhu Mythos bibliography. Look for issues of *The Unspeakable Oath*, and write for a free catalog (4542 18th Ave. NE #4, Seattle, WA 98105-4232. E-mail: [paganpub@aol.com](mailto:paganpub@aol.com)).

—Allen Varney



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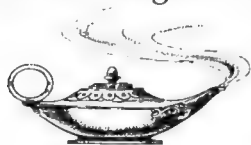
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# DECK

## SIMPLE STRATEGIES AND DECK DESIGNS FOR BEGINNERS

# RAGE

The name of the game says it all: *Rage*. This is not a game about long-winded Machiavellian scheming and posturing; it's a game about tearing someone's arm off and beating them to death with it. Fast and furious, *Rage* develops quickly, resolves quickly and ends quickly, spilling a great deal of werewolf blood in the process.

### Playing Strategies

The play of *Rage* revolves around three types of cards. Character cards represent the individual members of your pack, who will happily jump headlong into battle as well as undertake other actions that will lead their pack to glory. Sept cards are the resources of the pack and include weapons, magical items, tactical maneuvers, spiritual powers, political votes and other aspects of the werewolves, who collectively call themselves Garou. The combat deck includes all of the vicious and savage maneuvers that a nine-foot-tall, seven-hundred-pound blur of claws and fangs might perform. Here are the Disembowelments, Mangles, Massive Wounds and Broken Limbs of the game, as well as a couple sneaky "ha ha, you missed" cards. To keep the game as fast-paced and active as it is, Sept cards and combat cards are picked from separate decks.

#### The More the Merrier

The most important thing to remember when playing *Rage* is that it is designed with multiplayer games in mind. Though it plays fine with two players, four to six players is an optimal arrangement, giving you a broad base from which to make alliances and develop rivalries.

This multiplayer nature makes *Rage* the carnival of carnage that it is, and a player's strategy must take this into account. Any player at the table is both a legitimate target for your wrath and a potentially valuable asset, so diplomacy can play as great a role as you wish. Not only is "table talk" allowed,

*Rage* openly encourages it! Players stacking their deck with monstrous combat cards will find themselves either voted into nothingness or beaten gang-style by everyone else at the table.



**Don't be squeamish about using big damage dealers—they're well worth it.**

#### Speed is the Key

Because the game plays so quickly, you can afford to be fast and loose with your strategies, and that speed is something a clever player will take advantage of. The redraw phase which begins each turn gives each player the opportunity to refill his hand back up to full size, as opposed to drawing only one card. This is important! Since you get a full hand of cards back, you are free to use them all up as you get them. Use gifts with reckless abandon. Sneak Attack anything that looks at you. Recruit three Flame Spirits. Arm all of your characters to the teeth. Who cares—you get a whole new hand of cards next turn and you can do it all again! This is perhaps the most difficult of *Rage*'s nuances to become accustomed to. Though your resources are, of course, finite, even more limited is the time you have to implement them. Overly patient planning is inevitably futile.



# Training

Even if you end a turn with cards in your hand, discard them. They obviously have not been of use to you thus far, and there are too many other factors to consider to plan the perfect strategy 12 turns in advance. Trust me: 12 turns in the future is about three games in the future. Everything that is not immediately used is a burden, and you are justified in getting rid of those cards like the dead weight that they are. Five fresh new cards will await you, hopefully with five fresh opportunities to teach some painful lessons.

## Victory is in the Cards

Immediately following redraw is the regeneration phase, where the hardy Garou will heal their wounds. It is important to note all phases occur simultaneously between opponents. This makes for a lightning-fast game with a very different strategy from other card games. Learning how to adapt to this pace is one key to victory.

Certain cards—including gifts, actions and events—may be used at any time. As such, these cards are the most versatile in both use and playability. If you are the type to intricately plot the demise of fellow players, these are the best cards for it. Go ahead and sit on them for part of the turn. Then, during the combat phase, Sneak Attack that high-Renown enemy before anyone else gets the chance. Nothing causes howls of agony from others like stealing a juicy kill out from under them—along with those victory points!

The equip/ally phase allows players to recruit allies, gain equipment and play enemies. Enemy cards are an underrated aspect of the



**Nothing wrong with being greedy. Add some extra victory points to a kill with a card like Scouring the Wurm.**

game. When used effectively, enemies will serve two purposes: provide bonus victory points and function as a buffer zone between you and your opponents. At their simplest, enemies are a bit easier to kill than other characters. However, you can take great advantage of this, because other players know it too. Don't hesitate to use big damage cards on behalf of enemies. Once your opponent's werewolf takes five damage from Samuel Haight, he'll probably break off combat, putting you all the closer to your pack leader's attack (alpha action). At that point, you'll have some options open: go after that wounded enemy or go after that wounded werewolf. By all means, get those enemies out to soften up your opponents!

The moot phase comes fourth. Voting is an extremely useful facet of playing *Rage*, and is an immensely effective method of shutting down rampaging combat gangs. All too often a player casts aside the moot cards, though moot cards are an effective and subtle way of garnering victory points. Other players often overlook votes in the victory pile, as they are not "kills." As such, votes can help put a player over the top when victory points get close and scarce. Also, almost all votes affect the future course of the game, whether by limiting players' options or by reducing their characters' effectiveness outright. Just look at your opponent's face when you declare that his toughest character is a Wurm-tainted Skindancer and must spend the rest of his days as an enemy in the Hunting Grounds.

## Kicking Ass and Taking Numbers

The combat phase is the most decisive and entertaining phase of *Rage*. Rumbling deep within the every Garou, even the most refined Silver Fang, is the rampaging fury of unbridled rage. Within the game of *Rage*, every character has the capacity to dole out (and suffer!) catastrophic damage. Take heed: pick your fights carefully. The key to the game is your characters; when you run out of them, you must pack up and go home. If there is any way you can avoid an unwanted combat, do so, because things will escalate and quickly get very ugly.

Cycling through the combat deck is a fine art. Much like the sept deck, you need combat cards on a here-and-now basis. Much like the sept deck, combat deck cards should be trashed if they are not immediately useful. Who cares if you have an Entrail Rend if you don't have a character that can use it? Throw that away! Get some cards you can use! The combat deck also offers an added bonus: when you run out of combat cards, you get to reshuffle and recycle them. This way, you are almost never caught flat-footed, and can always at least sting someone as they twist you in half.



# Deck-Building Guidelines

## Putting Two and Two Together

Deck building for *Rage* is best done in stages. As always, a concept is very important when designing your pack, their resources and their tactics. It is best to know the tack you will take with your deck beforehand, in order to flesh out a bit of its function. Do you want a pack of Lupus-bred characters or would you prefer the Kailindo-wielding martial artists? Will you be using lots of gifts, requiring high-gnosis characters? Or are you building a weenie pack of low-renown characters? What is the renown level of the game? Theme is probably the single most important aspect of constructing a deck.

Current tournament rules generally set renown levels for games at 20, allowing up to 20-renown worth of characters who are competing to amass 20 victory points. Sept- and combat-deck card minimums are 25 and 20, respectively. Also, only three of any given sept card and two of any combat card are allowed in a deck. Past Lives and Realms are excluded in the interest of fairness. In addition, only one Gaia's Vengeance may be played per player per game; the same goes for the Dream-speaker Mage.

Gifts are critical. Certain gifts will prevent an opponent from playing a combat card. Use one of these and follow up by rending his entrails without a second thought. Play a Lunar Eclipse at a crucial moment and watch half of the table's gift-using abilities vanish into thin air. (It is important to cackle with glee whenever you do something underhanded.)

Allies present another resource to be exploited. Not only can these fellows serve as your alpha if you're in a bad situation, many of them are

**What do these cards have in common? Um, nothing, but they're all useful and easy to get a hold of.**



tough enough to serve a werewolf his guts on a platter by themselves. Also, several of them may use gifts, or have high enough gnosis to equip with cool fetishes. And, since none of them are fully renowned werewolves, they are skimpy on the victory points. Even if an opponent manages to kill a Kinfolk Soldier of Fortune for a measly four victory points, he undoubtedly got a shotgun blast full of Silver Ammo in the gullet for his trouble! For this reason, you can use your allies as "cruise missiles" very reliably, and your characters will be none the worse for the wear. And some of them also have valuable non-combat abilities, like the Kinfolk Veterinarian or the TV Reporter.

Another thing to keep in mind: combat in *Rage* is a delicate balance of offense and defense. The prime advantage belongs to high-renown aggressive characters, of course, so either have one of your own or prepare your deck to deal without one. Not only should you be able to hand out massive damage, but you should be more than able to avoid the heavy-handed blows of your foes. Remember that in combat, discretion is the better part of valor...and survival.

## Your First Deck

What follows is a fairly typical deck, constructed from the average mix of cards that might be found in a starter deck.

### Garou

Roger Daly (renown 8)  
Simon Gentle (renown 6)  
Teeth-of-Titanium (renown 6)

2 Sneak Attacks  
1 Spear of Deceit  
2 Staredowns  
1 Take True Form  
1 Umbral Quest

### Sept Deck

1 Alias  
1 Cockroach  
1 Crescent Moon  
1 Exorcism  
1 Flame Spirit  
1 Furmling  
1 Gathering of the Departed  
1 Insightful Eyes  
1 Jam Technology  
2 Lesser Banishments  
2 Mother's Touches  
1 Persuasion  
1 Razor Claws  
1 Remove Gaia's Blessing  
1 Serenity  
1 Silver Record

### Combat Cards

2 Blocks  
2 Body Blows  
2 Dodges  
1 Hunting Party  
1 Massive Wound  
1 Overextended Attack  
2 Pack Defenses  
1 Rend and Tear  
1 Shieldmate  
2 Solid Blows  
1 Stinging Wound  
1 Surprise Ally  
2 Swipes  
1 Umbral Escape

Characters are the focus of any pack and should serve as the least common denominator of the *Rage* deck. Consider the different aspects of the character: tribe, auspice, breed, rage, gnosis and their special ability. Packs built around tribes are popular, as many cards require that the user be of one in particular. Let's start with, say, the Glass Walkers, a tribe of affluent urban werewolves, and build a 20-renown, tournament-legal deck. Glass Walkers have some great gifts, and many of them have high gnosis scores; gift-using will be the focus of the sept deck. They do suffer from relatively low rage scores, however, so our combat deck should highlight pack actions, careful blows and defensibility.

Also, every card game player knows the benefits of keeping one's deck small. The fewer cards you have, the more likely you are to get the card you need when you need it. Keeping this in mind, the sept deck should be comprised of about 25 cards. The combat deck will contain 20 cards.

Who's That Guy Deck



Remember, combat cards are reshuffled and re-used once they are all gone.

## The Garou

- Start with the high-gnosis Theurge and Philodox Garou, like Roger Daly and Simon Gentle.
- Add the Ahroun Teeth-of-Titanium. He'll open up a few combat options that the sept deck's cards should accentuate.
- Use spirit allies, enemies and fetishes that will allow the characters to deal with combat on their own terms.
- The table-spanning effects of events are useful in any deck, and actions are great for circumventing normal procedures. Quests are also devious and subtle methods of sneaking away with victory points.

## Gifts

- The gifts in the deck are geared towards averting or modifying combat.
- Mother's Touch heals damage.
- Serenity ends those nasty frenzies.
- Staredown ends combats that are too much to handle.
- The Sneak Attacks are geared towards getting a hold of enemies early, killing them for victory points.
- Lesser Banishment and Remove Gaia's Blessing work to cancel the gifts the other players use.

## Combat Deck

- The combat deck should take a defensive stance with such cards as dodges and blocks.
- Also make use of pack tactics for offense (Hunting Party) and defense (Shieldmate).
- Cautious and effective use of damage cards like Body Blow and Rend and Tear should also play a major role, as these characters won't want to hang around long in a fight—their strikes should be decisive.

## Pulling Out The Stops

For comparison, let's have a look at a killer deck. Assuming we have access to all of the cards in sufficient quantities, a monster deck is quite workable. Once again this will be a 20-renown deck.

## Twink Deck

### Garou

Golgor Fangs-First (10 renown)  
Mamu (10 renown)

### Sept Deck

1 Beastmind  
1 Deranged Mokole  
2 Distractions  
1 Fang Dagger  
1 Fang Necklace of Fenris  
1 Fenris  
1 Fenris Bite  
1 Grand Knife  
1 Griffin  
1 Mokole Hide  
1 Pentex Refinery  
2 Razor Claws  
1 Samuel Haight  
1 Scream of Gaia

2 Scourging the Wyrms  
1 Silver Claws  
2 Sneak Attacks  
2 Spirit of the Frays  
2 True Fears

### Combat Deck

2 Body Blows  
2 Dodges  
2 Entrail Rends  
1 Evasion  
1 Eyes Gouged  
2 Frenzies  
2 Mangles  
2 Massive Wounds  
2 Rend and Tears  
2 Spine Crusheds  
1 Umbral Escape  
1 Vital Blow

## Garou

- Golgor Fangs-First and Mamu are two of the toughest characters in the game.
- Both are Ahrouns (warriors), and both will have gifts and other options open to them for a quick and bloody fight.
- Both are also 10-renown characters.

## Gifts

- The gifts in the sept deck are all geared towards making combat end in this pack's favor.
- Some of them, like Distractions, keep opponents from hitting.
- Razor Claws give damage bonuses to the combat cards played by the pack.
- Spirit of the Fray allows the character to strike and possibly kill their opponents before their opponents' shot lands.
- The high-renown enemies, like Fenris, are good for victory points: they are tough foes and other players might not want to take them on.

## Combat Cards

- The high-rage characters in the pack make it possible to go hog-wild with combat cards.
- The above high-damage cards, like Entrail Rend and Massive Wounds, make for quick and easy kills.
- There are also a few handy defensive cards (Evasion, Umbral Escape) just in case someone sneaky gives your characters more than they can handle. Not likely with these two, though.

## Tails Between Their Legs

This rounds out a simple but effective deck with a firm premise, as well as a monster deck with a singular goal. Using a strong concept when deck building and intuitive strategy while playing is a formidable combination in *Rage*. When planning and playing, keep these in mind. Also, bring a toothpick...it'll help get those bits of your opponents out of your incisors.

Justin Achilli is the *Rage* developer. He says that werewolves love Elvis Presley just as much as you do, baby.



**A beast like Mamu shouldn't have any kind of Mokole, but just in case, Umbral Escape provides the cheap way out.**



# CONTEST

Destini Productions Presents:

## THE MEET YOUR DESTINI CONTEST

Those boys over at Destini Productions have been busy as little beavers cranking out imaginative drawings for prints, lithos and card games like *Middle-earth*, *Magic: The Gathering* and their very own *Flights of Fantasy*. If you can get into the same imaginative mode, you just might meet your Destini in the form of some great original art.

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# How to Play

It's a breeze. Just fill in the blanks in the following semi-complete sentence to find the hidden message. Where do you get the letters? Why from the titles of these three nifty pieces of Destini Productions art, natch. Use letters from "Drogah's Hunger," "Helm of False Alliance" and "King Ogden Loven" to complete this sentence:

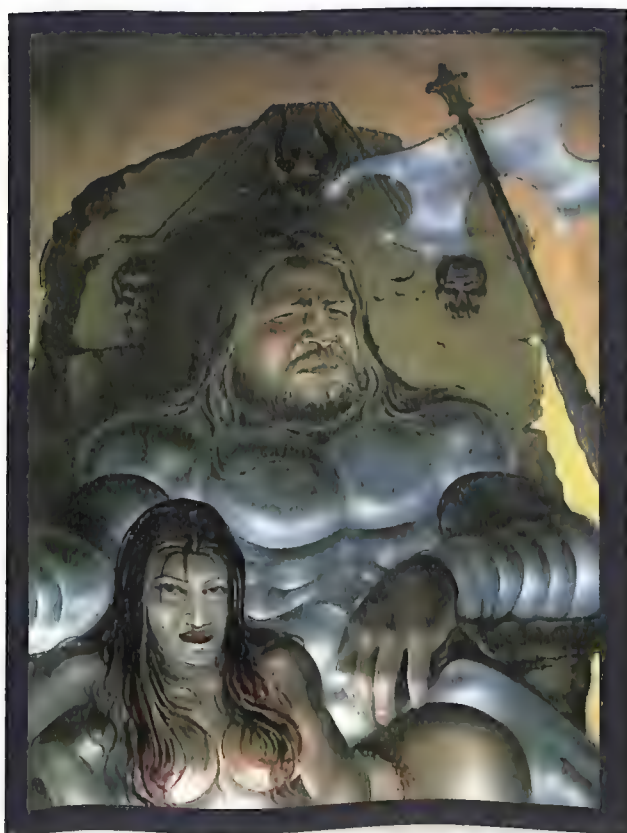
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void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. Why'd you bother reading through all this crap to find the second joke? We've already told you the humor-well's dry. Now beat it! All entries must be received at contest headquarters by March 31, 1996. Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected by random drawing among all properly completed entries by Wizard Press. Drawing will take place on April 15, 1996.

For a list of winners, available after April 15, 1996, send a self-addressed stamped envelope to: Destini Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.



**Second Prize (1):** One reader will receive a matted "King Ogden Loven" limited-edition lithograph, a box of *Flights of Fantasy* game cards and an *Eternal Quest* #1 portfolio with a signed-and-numbered certificate from Ed Beard Jr. and Ron Rouselle II.

**This month's contest is sponsored by Destini Productions, and we think they're real swell.**

Fill this sucker out, put it an envelope and send to:

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Official Meet Your Destini Inquiry



# Meet cartoonist Phil Foglio

## Vital Stats

**Name:** Phil Foglio [Foe-glee-oh]

**Birth:** May 1, 1956, in Mt. Vernon,  
New York

**Occupation:** Staff artist for TSR

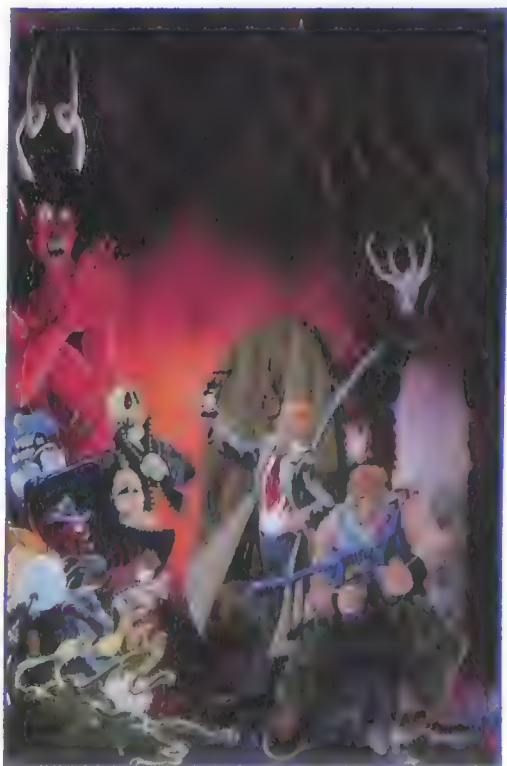
**Base of Operations:** Seattle,  
Wash., on the Prime Material Plane

**Career Highlights:** Hugo Award  
for Best Amateur Artist (twice); "What's New"  
cartoon strip; writer and artist of *XXenophile*;  
*Magic cards* (including *Anarchy*, *Mirror Universe*  
and *Mishra's Factory*)

By Marty Stover



Above: Phil Foglio. Left: Cover to Bureau 13 role-playing game.



Everybody doodles, but few doodles create a career the way Phil Foglio's did. The jovial gentleman cartoonist's career began when he began sending funny little doodles, cartoons and gag illustrations to science fiction fanzines. A prodigious output of illustration while in art school led to two Hugo Awards, given for excellence in the science fiction and fantasy genres.

"I'm basically lazy," confessed Foglio. "I was riding on a New York subway when I realized it was a lot of work doing single panels for \$25 a pop when I could be getting \$100 for doing full pages, which seemed like just a little bit more effort for four times the money. Thanks to the brilliance of [editor] Kim Mohan, these full pages appeared in *Dragon* as 'What's New.' " First scheduled as a one-time feature, "What's New," a series of cartoons having fun at roleplaying's expense, became a gaming staple in the early '80s. Those early "What's New" appearances have been reprinted



in two volumes, and "What's New" has even been revived in the pages of *The Duelist* to have some fun with collectible card gamers.

Foglio's off-the-wall sense of humor found outlet in the world of comic books. Starting with *Myth Adventures* from Warp, he's become well known for his wacky cartoon-style presentation, clever illustrations and whimsically writings. Currently Foglio's *XXXenophile* and *Buck Godot* are coming out on an regularly irregular schedule from Palliard Press.

Foglio and his wife Kaja (yes, also of *Magic* fame) both knew people working at Wizards of the Coast in the company's "early days." WotC's then-art director Jesper Myrfors asked Kaja to illustrate some *Magic* cards, which brought both Kaja and Phil into the *Magic* spotlight; now Foglio's a stockholder in Wizards of the Coast. "I don't really play a lot of *Magic*," confessed Foglio, "but Kaja and I have many friends working at WotC, and I really enjoy poking fun at them with 'What's New.' "

Currently Foglio is working on a collectible card game of his own. "I did a gag cover for *XXXenophile* featuring cards from a then completely fictitious, humorous, adults-only card game. Well, the cover got a lot of people asking me when the game was coming out, so now we're working on the real thing." Foglio has started his own company, Slag-Blah Entertainment, to publish the 270-card game.



#### **Favorite work of your own...**

"Oh No! There goes Tokyo!" cover from *XXXenophile* #1. It's sexy. It's funny. It's my best one-panel to date, and it sums up everything we're trying to do with the comic.

#### **Favorite work by someone else...**

"Starry, Starry Night" by Vincent Van Gogh. What can I say, it's beautiful.

#### **Person you'd most like to meet...**

Thomas Jefferson, a man educated on many subjects and master of most of them.

#### **What do you collect...**

Ray guns and primitive masks.

#### **What kind of *Magic* deck do you play...**

Pure white, but it's not a white weenie.

#### **Last Good Book Read...**

"Mother of Storms" by John Barnes.

#### **What do you do for grins and giggles...**

Read, garden, play computer games, watch movies, go out to restaurants and enjoy Seattle weather. Notice the George Hamilton-like tan.

#### **Favorite TV show...**

"Tales of the Gold Monkey." Can you tell I don't watch a lot of TV?

#### **Favorite computer games...**

*Doom*, *Myst*, *SimCity 2000* and *Spaceward Ho!* I use a Mac, so the game selection is somewhat limited.

#### **Favorite late night munchie...**

Hostess Suzie Q's.

#### **What kind of *D&D* character would you be...**

Smart-alec NPC.

#### **Favorite fantasy character...**

The Humbug in *Phantom Tollbooth*. [children's book by Norton Juster].


#### **What's next from the mad mind of Phil Foglio...**

*XXXenophile: The Trading Card Game* which is due out in June.

#### **If you were an all-powerful wizard, what would you do with your powers...**

Try to make everyone happy.





IF ONE MORE  
GEEKY MAGIC PUNK  
TRIES TO TAP  
MY MANA, I'LL  
PANTS HIM.

# Killer Inst



The regular *InQuest* column "Killer Decks" has received mixed reviews. Some people like the idea of seeing pre-made decks; others complain that they don't like the deck ideas, or that they don't have the cards to make the decks. So what's the best way to make a killer deck if you don't already own four of every *Magic* card? Simple: come up with your own! But wait, anybody can come up with a deck...so how do you make it "killer"?

### Gaining a Sense of Purpose

The first and most important step in building a killer deck is picking a theme. Before you start throwing all the power cards into your deck, you'll need to decide how you want to beat your opponent.

There are several themes out there you can go with—discard, land destruction, weenies, big creatures. You also might want to come up with a theme of your own. The best way to do this is to pick one or two specific cards you want to base your deck around. However, you should almost never base your deck on two-or-more card combos or restricted cards.

The reason you don't want your deck theme to be a specific card combination is simple—there's a good chance that during a tournament you won't pull the combo. It's one thing to have some good combos in your deck, but if your deck relies on them, you're in for a hard time.

It's for this same reason that you don't want your deck theme to revolve around a restricted card like Balance or Mind Twist. Since you can only have one of a restricted card in your deck, you're sure to have games where you never draw the card you need.

### Quantity and Quality

This leads to the second rule of build-

ing a killer deck: use four of everything that matters! Any deck built with some thought can pull off a crushing combo that annihilates your opponent—but if that only happens once every 100 games, it's not that reliable. A good killer deck wins often because it's consistent.

There are two ways to have a consistent deck. Keep your deck as close to the 60-card minimum as possible, and use four of any card that you consider necessary to the deck. For example, if your deck relies on Armageddon to beat your opponent, make sure you put four in. If an Armageddon will only help you win every now and then, you can afford to go with only one or two.

**"No matter how good your deck theme is, if it isn't fast or highly defensive, it isn't going to win. That Polar Kraken may be more than your opponent can handle, but while you're waiting for your 11th land, your opponent will probably rip you to shreds."**

### Setting up For the Kill

With the first two rules in mind, let's take a look at how to put together a killer deck I came up with. In keeping with the times, I made a Type II-legal tournament deck—so no moxes, multi-lands or other hefty out-of-print stuff to worry about.

For my theme I decided to pick one card to start with, and then work my way up from there. Jokulhaups, the red sorcery from *Ice Age* that crushes everything but enchantments, is an incredibly powerful but underused card. It can reduce your opponent to nothing and set you up for the kill.

Right off the bat, I put four Jokulhaups in the deck. Of course, if you decide to base your deck around a theme rather than a specific card, you should have *at least* 12 cards that contribute to your theme. For example, if you're playing a permission/counter deck, you should have at least a dozen counterspells (Counterspells, Power Sinks, Spell Blasts, etc.).

The next two things you need to consider are how you will damage your opponent and how you will deal with your opponent's cards.

Dealing with permanents doesn't seem too hard for a deck with four Jokulhaups—except for one small problem. As powerful as Jokulhaups is, it can't do jack about enchantments, and cards like

Land Tax could cause some serious problems.

There are basically three ways you can knock out enchantments: white (Disenchant), green (Tranquility and Essence Filter) and Nevinyrral's Disk. Destroying everything with Nevinyrral's Disk seemed kind of redundant, so I narrowed it down to green or white. The question now is which color do you pick? If you've got a couple of options and aren't sure which to choose, try figuring out how your deck is going to deal damage.

The best thing about Jokulhaups is that it leaves the board empty, but this doesn't do any damage to your opponent—it just slows him down. However, if you save enough mana, you can throw down a creature or other permanent after everything gets wiped away, and victory will be yours in no time.

As far as creatures go, both green and white have some nasty ones. Erhnam Djinn is a 4/5 creature for four mana, and if played right after Jokulhaups, the fact that it gives forestwalk isn't going to make a heck of a lot of a difference. Serra Angels are also really tough, but they're more expensive to cast, so I decided to go with green.

The Erhnams are obviously key to the deck, so I put in four, but that's still not

# How to build a killer *Magic* deck in nine easy steps

by Jeff Hannes



enough damage. Unless you're playing a Millstone deck or something similar, a good killer deck should have *at least* 16 sources of damage. These can include creatures, artifacts and enchantments, as well as direct damage.

For one piddly mana, Black Vise is the one of the best (if not cheesiest) sources of damage. A first-turn Vise is good for at least three points of damage, and more if your opponent's deck can't deal with it. With this deck, you can hang on to one until you cast Jokulhaups, and then slam down a Vise to pin your opponent down.

Of course, even cards as good as the Vise aren't no-brainers. If your deck theme is discard, it's probably not worth using Vises. Always think about how your damage dealers will work in your deck. If they work contrary to your theme, there's probably something better out there.

In this deck, Vises happen to work well with the theme, so it's worth putting in four. That brings the total of damage dealers up to eight—still not nearly enough. Fortunately, red and green are not short on spells and creatures that cause damage.

Fireballs and Lightning Bolts can crush creatures as well as your opponent, and Storm Seeker can be devastating in this deck, especially if your opponent's been saving up on lands for when you play Jokulhaups. Four Fireballs and four Lightning Bolts were obvious, but four Storm Seekers seemed like too much.

In cases where you're not too sure how many to put in, two is a safe number. If you find that the card is very useful in your deck, you can add two more. If you don't cast it that often, you can cut the number down to one or none. Experimenting is one of the most important deck-building processes.

### Gentlemen, Start Your Engines!

The third factor in building a killer deck is speed. No matter how good your deck theme is, if it isn't fast or highly defensive, it isn't going to win. That Polar Kraken may be more than your opponent can handle, but while you're waiting for your 11th land, your opponent will probably rip you to shreds.

The biggest problem with Jokulhaups is its casting cost. Six mana is never cheap, especially when your opponent is also trying to kill you as fast as possible. Before even trying the deck, I knew right away

that it was going to need some way of generating fast mana to get those Jokulhaups out when I needed them.

Mana Vaults and Orcish Lumberjacks could both give me a three-mana jump on casting Jokulhaups, and even better, they both cost only one mana to play, so it was worth putting in four of each.

Of course, these cards aren't right for every deck. Lumberjacks only work in green/red decks, and

if you don't have enough mana to untap a Mana Vault, it can end up hurting more than helping you. The Vaults work well in this deck because the Jokulhaups destroys them after they've been used.

Black has Dark Rituals for speed, and green has elves and birds, but there's not much in the other colors. As mentioned before, one way to increase the speed of

your deck is by putting in lots of cheap spells. Look at the falcon Killer Deck from issue #10 ("Up, Up, and Away!", page 24)—it's blue and white, but all the cheap creatures (falcons and sprites) make it a fast and effective deck.

The best test of speed for a deck is how it will fare against a Black Vise. Just about every Type II tournament deck uses these suckers, so it's best to be prepared. If you can't knock your hand size down to four in a couple of turns, you're probably in for a quick exit. It's okay to have a couple of expensive spells—just make sure you've got

enough cheap ones to balance it out.

### Filling in the Gaps

Once you've got card destruction, damage dealers and speed taken care of, all that's left is tying up a few loose ends. First, you'll need to see how your deck works at *preventing* damage or gaining life. If you're using blue or white, counterspells and circles of protection will do the trick, but if you're not using these colors, there's not much available.

Fortunately, there are a couple of artifacts that give life at a very cheap cost—namely, Ivory Tower and Zuran Orb. These are two cards I put in just about every deck, and with good reason. Even if you're playing a very fast deck, a first-turn Tower can net you a couple of points of life, and it's a great target for your opponent's artifact hosers.

For zero mana, the Zuran Orb is a no-brainer. No matter what anyone says, there is no deck that can't benefit from being able to sacrifice a land for two life whenever you want.

Speaking of the Tower and the Orb, cards that are restricted are almost always worth putting into a killer deck if you've got the right colors. Balance, Mind Twist and Recall are among the most powerful cards in their color, so you should always find room for them.

Feldon's Cane is another very useful restricted card that can fit into any deck.



**Erhnam Djinn, one of the most powerful creatures in the game**

## Recipe for Success

1. Choose a theme. Bring to a slow boil.
2. Add a healthy dose of permanent crushers. Stir until moist.
3. Gradually mix in at least 15 parts damage dealers. Let simmer.
4. Pour in the appropriate speed enhancers to give your deck some spice.
5. Coat with damage prevention or life gaining and let stand.
6. Sprinkle in a few tasty spells and restricted cards.
7. Add 24 parts mana sources.
8. Season to taste, trimming off unwanted residue.
9. Serve to your opponent *au gratin* with a fresh plate of cheese.



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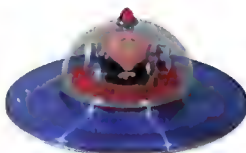
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It lets you have another crack at drawing restricted cards you've already used, and it may save you from a defensive deck that tries to run you out of cards.

The Duelists' Convocation restricted these cards for a reason—they're powerful! If you want your deck to really be killer, put in those cards that too many people found a way to abuse.

### Mmm...More Filling

By now you should be pretty close to finishing your deck, but you're not done yet. A good killer deck should have at least 12 cards that serve pretty much the same function. For example, a land destruction deck should have at least a dozen land-crushing spells. If your deck theme already gives you 12 spells, no problem. But what if you've picked a single card as your theme?

In this case, you should have a secondary theme. The secondary theme is usually as simple as weenie creatures, big creatures or direct damage, but it can be something more specific like artifacts if you're playing an artifact deck.

My Jokulhaups deck already had 10 direct damage spells (four Fireballs, four Lightning Bolts and two Storm Seekers), so direct damage seemed like the best secondary theme. Incinerate is a good damage spell if you've already loaded up on Lightning Bolts, so I added two to bring my direct damage total up to 12.

### It's Not the Size that Counts... Or Is It?

At this point, you should be closing in on enough cards for your deck, which brings us to one of the most important parts of the deck-building process: deck size. How big should your deck be, and how many lands should it have?

The ideal number of cards your deck should have is 60—the Duelists' Convocation's minimum. It's okay to go a little

bit above that, but anything more than 65 or 66 will dilute your deck too much.

What about land? In a 60-card deck, you should usually have 24 permanent sources of mana. A source of mana is any *permanent* which can give you mana every turn without some great penalty.

For example, even though it costs two mana to play, a Fellwar Stone can be considered a permanent source of mana, because once it's out, it's just about as reliable as a land.

On the other hand, a Mana Vault is *not* a permanent source of mana because after you've used it once, you need to pay four mana to use it again. Mana critters like Llanowar Elves and Birds of Paradise should not be counted as permanent sources of mana either because they're easy to kill and cost colored mana to get out.

### Trimming the Fat

Once you've got your mana sources set you should be pretty close to 60 cards. If you're over, try shaving off a few cards. If you've got four Lightning Bolts and four Incinerates, you can probably afford to cut down to two or three Incinerates. Just don't take out anything that's vital to your deck. If you feel like your deck has to be over 60 cards, add mana sources on a one-mana-to-two-card ratio. This should bring your deck size to the upper limit, 66.

If you've got all your damage dealers, permanent crushers and life gainers set and you're still under 60, there are plenty of general-use cards you can slip in. Card drawing devices like Jalum Tome, Greed and Sylvan Library are always useful, and funky cards like Jester's Cap, Icy Manipulator and Land Tax will only make your deck better.

Finally, I almost always top off my killer decks with a couple of Strip Mines. You never know when you're going to run into annoying lands, especially if your opponent is using cards like Maze of Ith or Mishra's Factories

The coolest thing about Strip Mines



**The essential card in Jeff's Killer Deck**



**The Orcish Lumberjack: quick mana in creature form**

# Jokul-Whomp!

## Permanent Crushers

- 4 Jokulhaups
- 1 Tranquility

## Damage Dealers

- 4 Black Vises
- 4 Erhnam Djinns
- 4 Fireballs
- 2 Incinerates
- 4 Lightning Bolts
- 2 Storm Seekers

## Speed Enhancers

- 4 Mana Vaults
- 4 Orcish Lumberjacks
- 1 Sylvan Library

## Life Gainers

- 1 Ivory Tower
- 1 Zuran Orb

## Mana Producers

- 15 Mountains
- 9 Forests
- 3 Strip Mines

is that they fall into their own little deck-building category. They're not permanent mana sources because their purpose is not to stick around too long, and they're not spells because they don't cost anything to cast. When I get up to 60 cards, I usually throw in three or four Strip Mines to finish it off.

## Rome Wasn't Built in a Day

And the last step in building a killer deck? Practice, practice, practice! There are plenty of ways of testing out a deck—dealing out a hand and seeing how many turns it takes to beat a phantom opponent, playing against another one of your decks, etc.

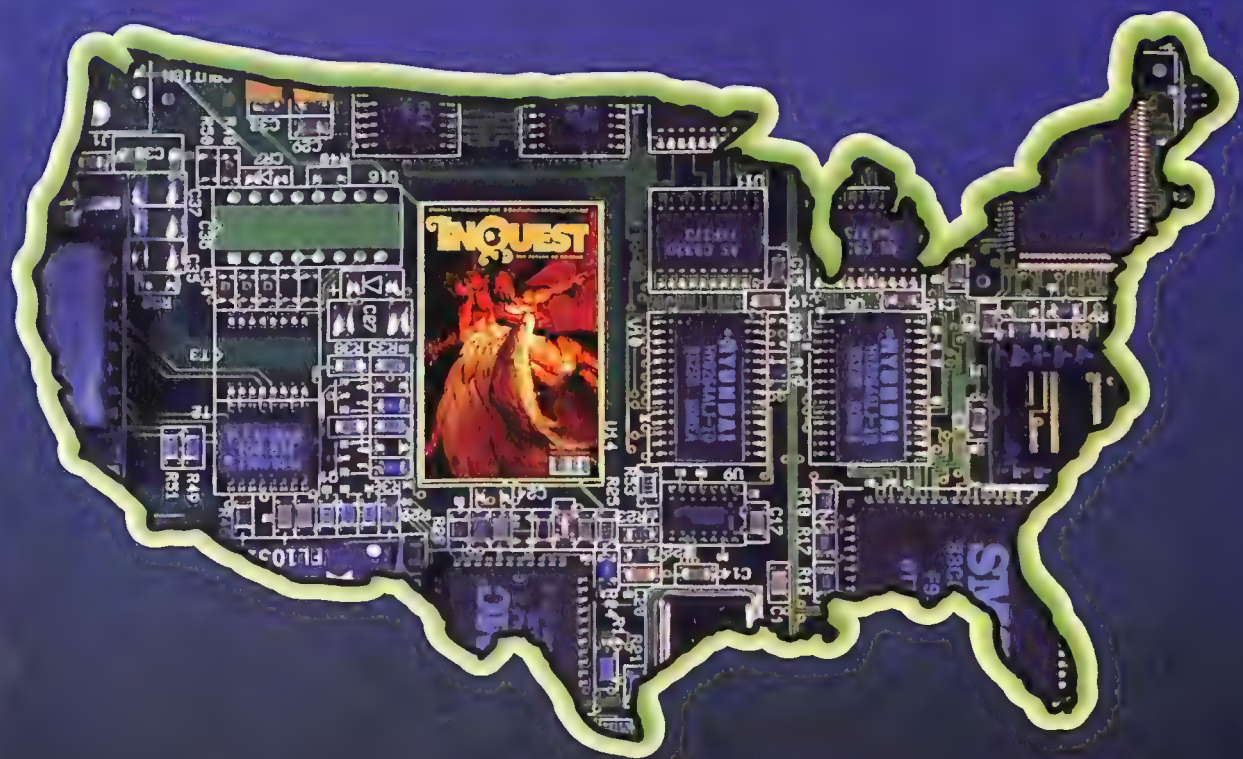
Of course, the best way is to play against other people. The more you use your deck, the more you'll know which cards are really helping it and which cards are just slowing it down.

Remember, the deck-building process never ends. You never know when new cards are going to come your way, or when you'll fall upon a cool combo you never noticed before. Keep your deck fresh without changing it too much, and you'll have a winner in no time.

Jeff Hannes' new book is called "Cooking with Cardboard."



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# Printing Adventures

From paper to packaging, InQuest takes a look at how the new *Fantasy Adventures* cards are printed

By Beth Moursund

"God, they look gorgeous!" exclaims artist Jean Martin, bending over Mayfair's new *Fantasy Adventures* cards. For the past two days, Martin and a slew of other Mayfair reps have been working with the Yaquinto Printing Company 'round the clock, staggering in for press checks every few hours to examine the first prints of Mayfair's new collectible card game, signing off only when everything is as close to perfect as possible.

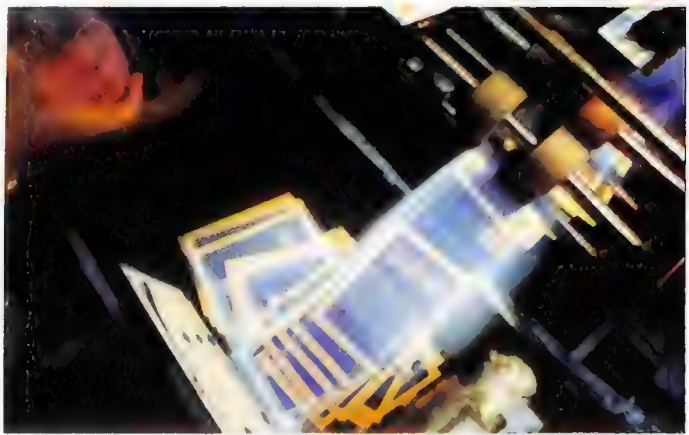
Unlike most CCGs, *Fantasy Adventures* has five separate sheets of cards to print: common, uncommon, rare and ultra-rare sheets for the randomly sorted booster packs, plus another starter-deck sheet consisting of a set 100 cards. The card backs come in two different colors (yellow for heroes and blue for encounters), and although the color is computer-controlled, the rows of cards sometimes have to be adjusted individually for lighter or darker tones.

After color adjustments, it takes some 60 to 100 sheets before the ink works its way fully into the press. The less-than-perfect copies, called "make-readies," will eventually be shredded...but not until they've been reused as much as possible for the test runs of each step.

## 1. Pre-press

The story starts when film for the cards arrive at the factory from Mayfair. This film, which looks similar to black-and-white negatives, is the end result of almost a year of development, playtesting, art collection, design, editing and layout...but it's just the beginning for the printing company.

First, a specialist called a lithographic stripper, peering through a magnifying glass called a loupe and making tiny adjustments, lays the film out on large sheets of clear plastic. Everything must be precisely aligned, down to almost microscopic detail. The images on each of the four color




plates used must match perfectly or else you'll end up with the "coloring outside the lines" effect.

To make life more complicated, some of the cards on the initial films had errors, so replacements had to be







patched in. (These cards are so complicated, they're right at the edge of what the computer that makes the films can handle. Sometimes it just gives up and leaves out a piece. Several *Fantasy Adventures* cards had bits eaten that way.)

Once everything is assembled, they're taken to a "plate burner." This device shines ultraviolet light through the negatives onto the printing plate, a large sheet of aluminum coated with a UV-sensitive layer. Where the film is transparent, the UV light hits the coating; where the film is black, the light can't get through. This plate is then developed almost like a photograph. The end result is an aluminum sheet with 100 card images.

## 2. Paper Preparation

Now that we've got plates, we need something to print on. *Fantasy Adventures* uses a special card stock called "12-point economy smooth." It's actually two layers of paper with a darker layer containing dye and carbon fibers sandwiched

one by one, to little levers which feed them into the rollers. No human hands have touched the actual card stock yet. The surface must be clean and pristine so the ink will adhere perfectly.

## 3. Printing

The press printing *Fantasy Adventures* is an Akiyama Bestech 40 and takes three pressmen to operate. One loads the card stock, one makes adjustments and keeps the ink wells topped up, and one handles the controls and does quality checks. There's none of the traditional "Kerchunk! Kerchunk!" you may associate with printing presses—this sucker goes so fast that all you hear is a continuous rumble. When it's running at full speed, it can churn out up to 12,000 sheets per hour (that's 1,200,000 cards per hour).

The Bestech is a big monster, a 55-foot long whopper, with a chest-high walkway running around it for the pressmen to walk along as they add ink to the top of each of the six

ber "blanket" which picks up the ink. As the card stock speeds through the press it squeezes between the blanket and a back cylinder, transferring the ink onto the cards. Since it's a double-sided press, both the card fronts and backs are printed at the same time.

At the end of the sixth tower the sheet travels through one last set of rollers where it's sealed with a special coating. Each card factory has its own top-secret card-coating formulas. Yaquinto's coating for trading card games is slicker than their sports card coating, since the cards need to be easy to shuffle, but not as slick as casino cards, so it doesn't obscure the fine detail of the art. The coating seals in the ink, so the sheets don't need to be set aside to dry between card printing and cutting.

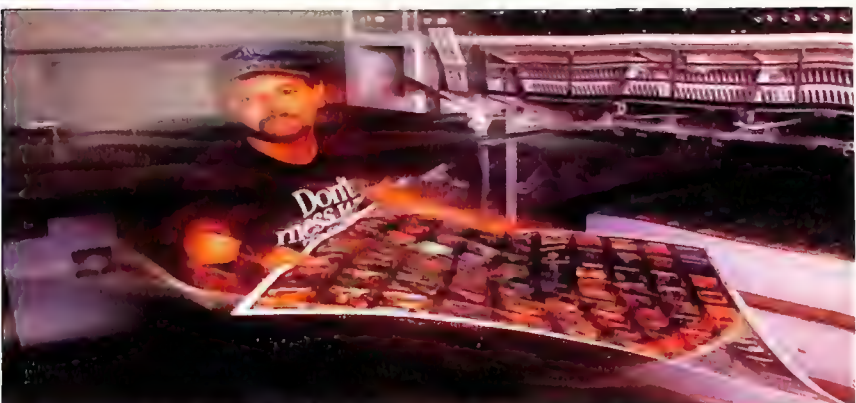
The finished sheets stack neatly on a platform at the front of the press. Every few minutes, the lead pressman pulls a sheet and compares the colors to the master sheet that the Mayfair reps signed off on, using a cellular telephone-sized instrument called a densitometer whose digital readouts measure the exact amount of each color at a point.

## 4. Slice 'n' Dice

The Yaquinto cutting/package arm is in a separate building, a few minutes' drive away. This area is less tidy than the press room, and we spotted a few *Spellfire*, *Legend of the Five Rings* and *Heresy* scraps. This place keeps busy!

The first stop in this factory is an L-shaped machine called a "slitter," which can process 1,400 to 1,700 sheets per hour. A worker feeds stacks of card sheets into the business end, where they're picked up by vacuum suction and guided into place by little gripping clamps. Finally they shoot through a set of spinning wheels. As each sheet skids out the other side into the corner of the L it looks unchanged, but picking one up shows that it's now a set of one-card-wide strips, held together only by a thin border of uncut paper. How'd that happen?

The top set of spinning wheels are actually razor-sharp disk-shaped blades. The lower wheels, the size of dinner plates, are also called "blades" by the printers, even



between them. This makes the cards stiffer but still flexible for shuffling, and also keeps you from being able to see through the card. This quality of card stock is only manufactured at about three places in the world, none in the United States.

First, the pressmen load the 1,200-pound stacks of card stock sheets into a contraption called a "skid turner," a big drum that looks like a square-mouthed Pac-Man. The skid turner rotates the whole stack onto its side, then blows air through the sheets to separate and get rid of any dust or grit between them. Then they load the whole pile into the back end of the press, where a vacuum pump creates enough suction to lift the sheets,

tower-like printing units. Only four of the six are being used for this run, one for each of the four colors of ink—black, cyan, magenta and yellow, in that order—that the *Fantasy Adventure* cards use. (The Unlimited Edition run will add a fifth ink, another black, overprinting the thin gold border around the card text.)

Inside each printing unit, the thick gloppy ink (almost the consistency of honey) squeezes down, back and forth between rollers that break up the pigments, until it ends up on the roller with the plate from step one around it. As the plate turns, the ink only sticks to the parts of the plate where the coating was burned away. Then it rolls against another cylinder covered with a rub-



Photography by David Sams



though they're not sharp, because the cutting takes place when the paper is squeezed between the two.

After skidding out of the first set of blades, the newly perforated sheet has a moment of freedom before it picks up momentum from a set of rollers mounted at 90 degrees to the first blades, which fling it down the other arm of the L into a second set. These blades, which have no notches, clip the strips into card-size rectangles which drop onto a small conveyer belt along the side of the stripper. Each sheet forms one pile. Workers pick up the piles, straighten them and pack them into boxes to carry to the next step.

## 5. Die-cutting

This step almost has to be seen to be believed. A worker shoves stacks of rectangular cards into a machine, closes a protective cover and presses a button. With a high-pitched screech, the machine drives a

"die"—essentially a heavy card-shaped cookie-cutter—right through all the layers of cardboard, faster than you can say "no fingers." A die can cut two to three million cards between sharpenings. The finished cards slide down a runway to waiting workers who pack them into trays. Yaquinto doesn't have booster-packing equipment, so the booster trays are shipped off to another company. There, machinery will automatically count off one ultra-rare, two rare, four uncommon and eight common cards into each pack and seal the ends. The starter decks, though, are all packaged by hand. Workers along an assembly line fold the boxes; insert cards, dice, and rule books; and pack them.

## 6. Security

Since collectible cards are valuable, security at the Yaquinto plant is tight. All the emergency exits have alarms and cameras.

The main entrance is watched by a guard, and everyone must sign in and out. Random checks of purses and pockets discourage anyone from trying to sneak out a stash of rares.

The make-readies, misprints, miscuts and other rejects are all loaded into numbered, locked bins, which are taken to another site for shredding. All this is documented and filmed. No souvenir press sheets for us from this visit!

And that's it, start to finish. Now you know how cards are printed. If your teacher yells at you for reading *InQuest* in class, tell her it's educational! If she makes you write an essay about printing, make sure to crib from at least three different sources—that way it's research.

*Beth "BethMo" Moursund is fascinated by factories with big machinery, but is glad she doesn't have to work in one.*

# A look at *Fantasy Adventures*

Mayfair's latest collectible card game, *Fantasy Adventures*, is based on an old, out-of-print game called *Encounters*, which was published in the early '80s. Each player has two decks, one of heroes, the other of monsters, spells and artifacts. Every card has a point value printed on it, and the rules specify the number of cards and the maximum number of points for each deck.

The limited run is only five million cards, divided into roughly 15,000 starter decks and 250,000 boosters. The set consists of 100 ultra-rare, 100 rare, 100 uncommon, 50 booster-only common, 50 starter-only common and 50 booster-and-starter common cards, for a total of 450. All starter decks are identical and playable, but tuned decks are more effective.

The cards are beautiful. The game elements take up only a small part of the card face, leaving most of it for artwork—and the artwork is stunning, rich and detailed, with paintings coming from noted artists like David Cherry, Jody Lee and Ruth Thompson. Some is brand new, some has been previously published. *Fantasy* and science fiction readers will spot a few familiar pictures from book covers, such as the covers off Robert Jordan's *Wheel of Time* books and Mercedes Lackey's *Valdemar* novels. Identifying the sources could make a game in itself. Also, the card names and text are full of subtle references and in-jokes (such as the card Sarah's Sister with a pic-

ture—an angel wielding a sword—suspiciously like that of another well-known game).

The game is fast and easy to play, but requires some thought and strategy to play well. To begin, each player shuffles his heroes and draws 10 cards, then picks eight of those to play with. There are a few ways to bring additional heroes into play, but mostly these eight are all you get. The hero deck contains 25 cards, so you can't count on getting a particular hero.

Once the heroes are set up, players alternate sending groups of monsters to attack the other player's heroes. Strategic decisions for the monster player include whether to place the mon-

sters in a lair (allowing the use of traps) or wandering (for a surprise bonus). The monsters tend to have an advantage here—for instance, flying monsters can slip past tough, front-rank heroes to attack the weaker spellcasters—but some well-placed spells or artifacts may tip the balance. You can give your heroes up to three artifacts from your hand at the beginning of the game and after each turn that you beat up the monsters, but only one if your heroes flee. At the beginning of each turn you fill your hand (up to 10 cards on a hero turn, 12 on a monster turn).

The game lasts until all but one player's heroes are wiped out, or until each player has fended off four attacks. If more than one player survives, the player with the highest total point value of heroes plus artifacts in play wins.

—Beth Moursund



Based on early '80s game *Encounters*, Mayfair's new *Fantasy Adventures* CCG should be on a shelf near you soon.



# INQUEST<sup>TM</sup> #12

THE GUIDE TO COLLECTIBLE CARD GAMES

INCLUDES A **FREE** CHAOS ORB CARD!!\*



***InQuest* gives *Magic* players the edge, with winning strategies, tips, and Killer Decks<sup>TM</sup> every issue. Now *InQuest* goes one step further, providing every reader with the most feared card in the game: Chaos Orb!**

\*THE CHAOS ORB INCLUDED IS ABOUT 6" x 9", SO EXPECT SOME TROUBLE SHUFFLING.



# Card Stock

## Tracking trends in the card game market

### WHAT'S IN THE FUTURE?

By Dan Albaugh



■ *Middle-earth: The Wizards* is quickly climbing to the top of the CCG ladder.



■ *Alternate Universe, Star Trek's* latest set, has brought the game back to the forefront.

How was your 1995? Ask that question to retailers and most will tell you '95 was a good year for business. *Magic* releases included *Ice Age*, *Chronicles* and *Homelands*, and sales for these releases enjoyed varying degrees of success. What do retailers across the country predict for 1996?

Barry Smith of Cards-Coins-Comics in Monroe, La., has high hopes for the new year. "Thanks to healthy sales of *Stars Wars* and *Star Trek: Alternate Universe*, 1996 is already off to an excellent start."

Smith believes the influx of new CCGs will continue and that most will be able to carve out only the smallest of collecting niches. "Affordability is a big factor," says Smith. "There's a ton of CCGs, forcing gamers to be selective in what they buy. Plus, in order to truly enjoy a CCG, you need to convince a friend to buy the game. Throw in the time factor too. It takes valuable time to learn and play the game. That keeps many gamers from making a purchase."

"I'm anticipating a good 1996," reports Steven West of Collectors Choice in Athens, Tenn. "I've been pleased with the sales of *Star Wars*, *Star Trek: Alternate Universe* and *Middle-earth: The Wizards*. In the past I expected to do well with *Magic*, and anything else that sold well was a bonus. Perhaps 1996 will be the year when another CCG becomes a consistent moneymaker."

Eric Nelson of Coastside Comics in Pacifica, Calif., offers these thoughts on trends for 1996. "Nothing will replace *Magic* as No. 1, but I believe that more than ever before, new CCGs will generate a larger following. I'm currently selling the heck out of *Red Zone*. I'm also big on CCGs that are based on an existing product. For example, *Middle-earth* is based on the works of J.R.R. Tolkien. A built-in collector base already exists for CCGs like that. *Star Wars* and *Star Trek* fit into that mold."

#### **Homelands Prices Still Falling**

This month's *InQuest* Price Guide reflects

an across-the-board drop in prices for *Magic: Homelands*, with few exceptions. Demand for *Homelands* cards has lessened and, as a result, retailers have lowered prices. Is this cause for alarm? Not at all.

Unlike *Ice Age*, the 140-card *Homelands* is a small set. In most stores, packs were readily available at an affordable \$1.75 to \$2. Gamers easily found the cards they wanted. As with any collectible, when the supply meets the demand, prices either stabilize or drop.

Retailers view this with mixed emotions. With *Homelands*, sales went from hot to steady to slow in a relatively short period of time. Perhaps Eric Nelson of Coastside Comics puts it best when he says, "There were a lot of headaches involved with gamers wanting but not being able to get *Ice Age* at a reasonable price. The plentiful availability of *Homelands* meant less sales overall, but it made for happy customers. It was a nice change."

#### **No Fumbling**

Those of you familiar with sports cards are aware that players of similar ability and popularity fall into tiers of prices. For example, at the top of the football pricing ladder you'll find Drew Bledsoe, Dan Marino, Joe Montana and Emmitt Smith. At a notch below will be Troy Aikman, Jerry Rice, Barry Sanders and Steve Young. Between the Marinos and the 10-cent common cards there may be four to six pricing levels.

Donruss' popular new CCG, *Red Zone*, has created the need to deviate from the normal pricing tiers. Although most pigskin stars in the set have been assigned uncommon or rare status, talent-laden players such as Errict Rhett and Isaac Bruce are commons. In a traditional football card set, Rhett would always command a higher value than a Marcus Allen. However, such is not the case in *Red Zone*, where Allen is an uncommon.

Another interesting phenomenon is

Middle-earth™ & © Tolkien Enterprises Inc. Star Trek™ & © Paramount Pictures. Red Zone™ & © Donruss Inc. © WFL Toys Inc. One on One™ & © Playoff Corporation.



that certain cards are more playable than their common-ality counterparts. Give any football card collector living outside of Atlanta a choice between Jeff George and Troy Aikman and he or she will likely take the higher-priced Aikman card. However, allowed the same choice, *Red Zone* fan Wil Chase (author of "Baron Sengir's Last Stand," *InQuest* #10) will take George without batting an eye. "In my opinion," says Chase, "George is the most powerful quarterback in the set. I'd even take him over Marino."

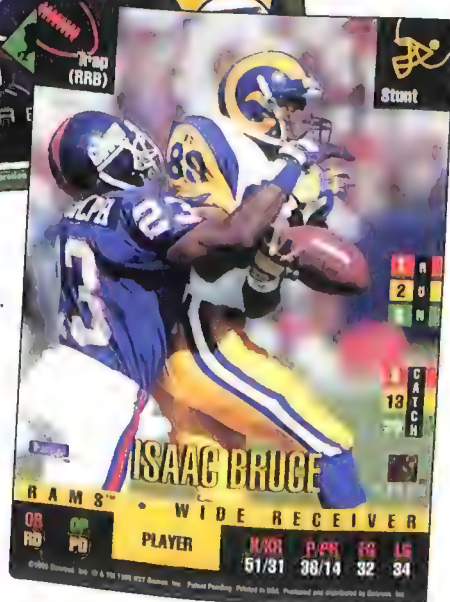
Other players have come to the forefront as powerful cards. Offensive players include Herman Moore and Darnay Scott. Defensive players found to be extremely playable include Greg Lloyd and Maurice Hurst. As more and more gamers learn to play *Red Zone*, expect the more powerful cards to increase in price.

## The Other Sports

Donruss' baseball game, *Top of the Order*, has not experienced the success of *Red Zone*, due in part to an out-of-season release. Donruss representative Tracy Santiago confirmed that the company is looking to expand in the field of sports-related CCGs, but could not comment if basketball or hockey would be the next release. Baseball and football are deliberate, plotting sports and lend themselves well to CCGs. It will be interesting to see if the same CCG excitement can be captured with fast-paced sports such as basketball and hockey.



■ Brett Hull vs. Isaac Bruce—can't happen. But you can still have fun with the sports games out there.



# Top 5 Selling Games

HOMELANDS

STAR WARS  
CUSTOMIZABLE CARD GAME

ALTERNATE UNIVERSE

THE WYRM

## 1. Magic: The Gathering

*Ice Age*, *Chronicles* and *Homelands* are still seeing their share of action. Retailers report holiday sales were steady if not brisk.

## 2. Star Wars: Customizable Card Game

Production delays created frustration amongst retailers and gamers alike, but evidently the wait was worth it. Decks and boosters are selling like wildfire.

## 3. Star Trek: Customizable Card Game

A lengthy wait was also experienced for *Alternate Universe*. Interest in this new CCG expansion is hot, but not at the same level as *Star Wars*.

## 4. Middle-earth: The Wizards

Tolkien fans, rejoice! The opportunity to become a Wizard and battle the forces of darkness awaits you.

## 5. Rage

*The Wyrn* gives new meaning to the phrase "No more Mr. Nice Guy." Here's your chance to be an evildoer and destroy those who fight to save the Earth.

Playoff's *One-on-One Hockey Challenge* has hit store shelves. Initial pricing for this new CCG appears in the *InQuest* Price Guide. Strongly marketed in Canada and major retail outlets in the U.S., many smaller retail shops currently lack this product.

While the jury is still out on the playability of *One-on-One Hockey*, the card design and selection is great. Whereas *Red Zone* is missing stars such as Emmitt Smith, Brett Favre and Deion Sanders, *One-on-One Hockey* has them all—Wayne Gretzky, Eric Lindros, Mario Lemieux, Brett Hull.

Collectors will be pleased to know that most star performers are found not only as ultrarares but also as commons and uncommons. Gamers may be frustrated that certain ultrarare cards are issued exclusively in either starter decks or booster packs.

## A Final Word

Hey CCG manufacturers, how about keeping this new columnist aware of your upcoming releases? Send info, photos, product samples and whatnot to: Card Stock, Attn: Dan Albaugh, P.O. Box 458, Waterford, PA 16441. Thanks!

Dan Albaugh prefers the old Atari game *Freeway* coz he gets to be this chicken dodging speeding trucks to get to the other side of the road.







# INQUEST

## price guide

### ALPHA LIMITED

WIZARDS OF THE COAST 1993

Cards have black borders. Alpha cards have a rounder corner when compared to Beta cards.

Full Set (295 cards)	\$2,800.00	3,400.00
Starter Deck (60 cards)	200.00	250.00
Starter Box (10 decks)	1,900.00	2,500.00
Booster Pack (15 cards)	90.00	110.00
Booster Box (36 packs)	3,200.00	3,700.00

Name	Low	High
Air Elemental	2.50	4.00
Ancestral Recall	70.00	110.00
Animate Artifact	1.50	2.50
Animate Dead	1.50	2.50
Animate Wall	5.00	8.00
Ankh of Mishra	8.00	10.00
Armageddon	8.00	12.00
Aspect of Wolf	8.00	12.00
Bad Moon	8.00	12.00
Badlands	20.00	30.00
Balance	7.00	10.00
Basalt Monolith	3.00	4.00
Bayou	20.00	30.00
Bendish Hero	75	1.50
Berserk	30.00	50.00
Birds of Paradise	12.00	15.00
Black Knight	3.50	5.00
Black Lotus	225.00	325.00
Black Vise	3.25	4.00
Black Ward	1.50	2.50
Blaze of Glory	40.00	60.00
Blessing	8.00	10.00
Blue Elemental Blast	75	1.50
Blue Ward	1.50	2.50
Boj Wraith	2.50	3.50
Braingeyser	18.00	25.00
Burrowing	1.50	2.50
Camouflage	15.00	20.00
Castle	3.50	5.00
Celestial Prism	1.50	2.50
Channel	1.50	2.50
Chaos Orb	90.00	125.00
Chaosknot	4.00	6.00
Circle of Protection: Blue	75	1.50
Circle of Protection: Green	75	1.50
Circle of Protection: Red	75	1.50
Circle of Protection: White	75	1.50
Clockwork Beast	7.00	10.00
Clone	12.00	18.00
Cockatrice	12.00	18.00
Consecrate Land	18.00	25.00
Conservator	1.50	2.50
Contract from Below	7.00	10.00
Control Magic	4.00	6.00
Conversion	3.50	5.00
Copper Tablet	12.00	18.00
Copy Artifact	12.00	18.00
Counterspell	3.50	5.00
Craw Worm	75	1.50
Creature Bond	75	1.50
Crusade	8.00	12.00
Crystal Rod	1.50	2.50
Cursed Land	1.50	2.50
Cyclopean Tomb	90.00	125.00
Dark Ritual	75	1.50
Darkport	6.00	10.00
Death Ward	75	1.50
Deathgrip	1.50	2.50
Deathlace	4.00	6.00
Demonic Attorney	8.00	12.00
Demonic Hordes	20.00	30.00
Demonic Tutor	10.00	15.00
Dingus Egg	8.00	15.00
Disenchant	75	1.50
Disintegrate	75	1.50
Disrupting Scepter	6.00	10.00
Dragon Whelp	4.00	6.00
Drain Life	75	1.50
Drain Power	8.00	12.00
Drudge Skeletons	75	1.50
Dwarven Demolition Team	15.00	20.00
Dwarven Warriors	75	1.50
Earth Elemental	3.50	5.00

Earthbind	2.00	3.00
Earthquake	8.00	12.00
Elvish Archers	6.00	10.00
Evil Presence	1.50	2.50
False Orders	7.00	10.00
Farmstead	10.00	15.00
Fastbond	12.00	15.00
Fear	75	1.50
Feedback	1.50	2.50
Fire Elemental	2.50	3.50
Fireball	75	1.50
Firebreathing	75	1.50
Flashfires	1.50	2.50
Flight	75	1.50
Fog	75	1.50
Force of Nature	18.00	25.00
Forcefield	100.00	150.00



### TOP TEN HOTTEST CARDS

#### 10) Shivan Dragon

We all know Shivan well, but it's been a while since he's been in the Top Ten. As a 5/5 flyer that uses one red mana to pump itself up +1/+1, who's gonna argue that he shouldn't be here?

Forest	35	75
Fark	35.00	45.00
Frozen Shade	75	1.50
Fungusaur	8.00	12.00
Gaea's Liege	15.00	20.00
Gauntlet of Might	100.00	150.00
Giant Growth	75	1.50
Giant Spider	75	1.50
Glasses of Urza	1.50	2.50
Gloom	1.50	2.50
Goblin Balloon Brigade	1.50	2.50
Goblin King	15.00	20.00
Granite Gargoyle	18.00	25.00
Gray Ogre	75	1.50
Guardian Angel	2.00	3.00
Grizzly Bears	75	1.50
Healing Salve	75	1.50
Helm of Chatzuk	6.00	10.00
Hill Giant	75	1.50
Hive, The	8.00	12.00
Holy Armor	75	1.50
Holy Strength	75	1.50
Howl from Beyond	75	1.50
Howling Mine	10.00	15.00
Hurlcoat Minotaur	75	1.50
Hurricane	1.50	2.50
Hypnotic Specter	4.00	6.00
Ice Storm	18.00	25.00
Icy Manipulator	35.00	65.00
Illusionary Mask	60.00	80.00
Instill Energy	1.50	2.50
Invisibility	8.00	15.00
Iron Star	1.50	2.50
Ironclad Orcs	1.50	2.50
Ironroot Treefolk	75	1.50
Island (Dark Blue Sky)	60	1.00

Island	35	75
Island Sanctuary	7.00	10.00
Ivory Cup	1.50	2.50
Jade Monolith	3.50	5.00
Jade Statue	18.00	25.00
Jayemdae Tome	6.00	10.00
Juggernaut	10.00	15.00
Jump	75	1.50
Kama	1.50	2.50
Keldon Warlord	4.00	6.00
Kormus Bell	5.00	8.00
Kudzu	10.00	15.00
Lance	3.00	4.00
Ley Druid	1.50	2.50
Library of Leng	1.50	2.50
Lich	60.00	80.00
Lifeforce	1.50	2.50
Lifelace	4.00	6.00
Lifetap	1.50	2.50
Lightning Bolt	75	1.50
Living Artifact	7.00	10.00
Living Lands	6.00	10.00
Living Wall	3.00	4.00
Ulanowar Elves	75	1.50
Lord of Atlantis	12.00	18.00
Lord of the Pit	15.00	20.00
Lure	1.50	2.50
Magical Hack	10.00	15.00
Mahamoti Djinn	12.00	15.00
Mana Flare	8.00	12.00
Mana Short	6.00	10.00
Mana Vault	6.00	10.00
Manabombs	6.00	10.00
Meekstone	7.00	10.00
Merfolk of the Pearl Trident	75	1.50
Mesa Pegasus	75	1.50
Mind Twist	10.00	15.00
Man's Goblin Raiders	75	1.50
Mountain	35	75
Max Emerald	140.00	200.00
Max Jet	140.00	200.00
Max Pearl	140.00	200.00
Max Ruby	140.00	200.00
Max Sapphire	140.00	200.00
Natural Selection	40.00	55.00
Nether Shadow	7.00	10.00
Nettling Imp	7.00	10.00
Nevmyral's Disk	8.00	15.00
Nightmare	20.00	30.00
Northern Paladin	15.00	20.00
Obsidian Golem	1.50	2.50
Orchid Artillery	2.50	3.50
Orchid Oniflame	10.00	20.00
Paralyze	75	1.50
Peartled Unicorn	75	1.50
Personal Incarnation	10.00	15.00
Pestilence	75	1.50
Phantasmal Forces	1.50	2.50
Phantasmal Terrain	75	1.50
Phantom Monster	1.50	2.50
Pirate Ship	7.00	12.00
Plague Rats	75	1.50
Plains	35	75
Plateau	20.00	30.00
Power Leak	75	1.50
Power Sink	75	1.50
Power Surge	7.00	10.00
Prodigious Sorcerer	75	1.50
Psionic Blast	18.00	25.00
Psychic Venom	75	1.50
Purelace	4.00	6.00
Raging River	50.00	70.00
Raise Dead	75	1.50
Red Elemental Blast	75	1.50
Red Ward	1.50	2.50
Regeneration	75	1.50
Regrowth	8.00	12.00
Resurrection	3.50	5.00
Reverse Damage	10.00	15.00
Righteousness	10.00	15.00
Roc of Kher Ridges	12.00	18.00
Rock Hydra	25.00	35.00
Rod of Ruin	1.50	2.50
Royal Assassin	25.00	35.00
Sacrifice	3.00	4.00
Samite Healer	75	1.50
Savannah	20.00	30.00
Savannah Lions	7.00	10.00
Scathe Zombies	75	1.50
Scavenging Ghoul	1.50	2.50
Scrubland	20.00	30.00
Scrib Sprites	75	1.50
Sea Serpent	75	1.50
Sedge Troll	15.00	20.00

Sengir Vampire	7.00	10.00
Serra Angel	10.00	15.00
Shanodin Dryads	75	1.50
Shatter	75	1.50
Shivan Dragon	30.00	40.00
Simulacrum	1.50	2.00
Sinkhole	10.00	18.00
Siren's Call	2.50	3.50
Sleight of Mind	7.00	10.00
Smoke	6.00	10.00
Sol Ring	10.00	15.00
Soul Net	1.50	2.50
Spell Blast	75	1.50
Stasis	6.00	10.00
Steel Artifact	1.50	2.50
Stone Giant	1.50	2.50
Stone Rain	75	1.50
Stream of Life	75	1.50
Sunglasses of Urza	8.00	12.00
Swamp	35	75
Swords to Plowshares	2.50	3.50
Taiga	20.00	30.00
Tenar	75	1.50
Thicket Basilisk	4.00	6.00
Thoughtknot	4.00	6.00
Throne of Bone	1.50	2.50
Timber Wolves	6.00	10.00
Time Vault	60.00	80.00
Time Walk	150.00	200.00
Timetwister	90.00	120.00
Tranquility	75	1.50
Tropical Island	20.00	30.00
Tsunami	1.50	2.50
Tundra	20.00	30.00
Tunnel	1.50	2.50
Twiddle	4.00	6.00
Two-Headed Giant of Forays	60.00	80.00
Underground Sea	20.00	30.00
Unholy Strength	75	1.50
Unsummon	75	1.50
Uttered Trill	3.50	5.00
Verduran Enchantress	8.00	12.00
Vesuvan Doppelganger	35.00	50.00
Veteran Bodyguard	18.00	25.00
Volcanic Eruption	8.00	12.00
Wall of Air	1.50	2.50
Wall of Bone	1.50	2.50
Wall of Brambles	1.50	2.50
Wall of Fire	1.50	2.50
Wall of Ice	1.50	2.50
Wall of Stone	1.50	2.50
Wall of Swords	3.50	5.00
Wall of Water	1.50	2.50
Wall of Wood	75	1.50
Wanderlust	1.50	2.50
War Mammoth	75	1.50
Warp Artifact	6.00	10.00
Water Elemental	2.50	3.50
Weakness	75	1.50
Web	6.00	10.00
Wheel of Fortune	12.00	20.00
White Knight	3.50	5.00
White Ward	1.50	2.50
Wild Growth	75	1.50
Will-O'-The-Wisp	10.00	15.00
Winter Orb	6.00	10.00
Wooden Sphere	1.50	2.50
Word of Command	60.00	90.00
Wrath of God	8.00	12.00
Zombie Master	10.00	15.00

### BETA LIMITED

WIZARDS OF THE COAST 1993

Beta cards have rounded corners and are black-bordered.

Full Set (302 cards)	\$2,100.00	2,600.00
Starter Deck (60 cards)	150.00	175.00
Starter Box (10 decks)	1,400.00	1,750.00
Booster Pack (15 cards)	65.00	85.00
Booster Box (36 packs)	2,300.00	2,800.00

Name	Low	High
Air Elemental	2.00	3.00
Ancestral Recall	50.00	80.00
Animate Artifact	1.25	2.00
Animate Dead	1.25	2.00
Animate Wall	3.50	5.00
Ankh of Mishra	5.00	8.00
Armageddon	6.00	10.00
Aspect of Wolf	7.00	10.00
Bad Moon	7.00	10.00
Badlands	15.00	25.00
Balance	5.00	8.00
Basalt Monolith	2.50	3.50

WENT UP

WENT DOWN

HEAVILY TRADED





## price guide

Bayou	15.00	25.00
Benalish Hero	.75	1.50
Berserk	25.00	40.00
Birds of Paradise	10.00	15.00
Black Knight	3.25	4.00
Black Lotus	175.00	225.00
Black Vise	2.50	3.50
Black Word	1.25	2.00
Blaze of Glory	30.00	50.00
Blessing	7.00	10.00
Blue Elemental Blast	.75	1.50
Blue Word	1.25	2.00
Bog Wraith	2.00	3.00
Braingeyser	15.00	20.00
Burrowing	1.25	2.00
Camouflage	12.00	18.00
Castle	3.25	4.00
Celestial Prism	1.25	2.00
Channel	1.25	2.00
Chaos Orb	80.00	100.00
Chaosknot	3.00	4.00
Circle of Protection: Black	.75	1.50
Circle of Protection: Blue	.75	1.50
Circle of Protection: Green	.75	1.50
Circle of Protection: Red	.75	1.50
Circle of Protection: White	.75	1.50
Clockwork Beast	5.00	8.00
Clone	10.00	15.00
Cockatrice	10.00	15.00
Consecrate Land	8.00	12.00
Conservator	1.25	2.00
Contract from Below	6.00	10.00
Control Magic	3.00	4.00
Conversion	3.00	4.00
Copper Tablet	10.00	15.00
Copy Artifact	10.00	15.00
Counterspell	2.50	3.50
Craw Worm	.75	1.50
Creature Bond	.75	1.50
Cusado	7.00	10.00
Crystal Rod	1.25	2.00
Cursed Land	1.25	2.00
Cyclopean Tomb	65.00	95.00
Dark Ritual	.75	1.50
Darkpact	5.00	8.00
Death Ward	.75	1.50
Deathgrip	1.25	2.00
Deathlace	3.00	4.00
Demonic Attorney	7.00	10.00
Demonic Hordes	18.00	25.00
Demonic Tutor	10.00	15.00
Dingus Egg	8.00	12.00
Disenchant	.75	1.50
Disintegrate	.75	1.50
Disrupting Scepter	5.00	8.00
Dragon Whelp	3.00	4.00
Drain Life	.75	1.50
Drain Power	6.00	10.00
Drudge Skeletons	.75	1.50
Dwarven Demolition Team	12.00	18.00
Dwarven Warriors	.75	1.50
Earth Elemental	3.00	4.00
Earthbind	1.50	2.50
Earthquake	6.00	8.00
Elvish Archers	4.00	6.00
Evil Presence	1.25	2.00
False Orders	5.00	8.00
Farmstead	8.00	12.00
Fastbond	10.00	15.00
Fear	.75	1.50
Feedback	1.25	2.00
Fire Elemental	2.00	3.00
Fireball	.75	1.50
Firebreathing	.75	1.50
Flashfires	1.25	2.00
Flight	.75	1.50
Fog	.75	1.50
Force of Nature	15.00	20.00
Forcefield	80.00	125.00
Forest	.20	.40
Fork	30.00	40.00
Frozen Shode	.75	1.50
Fungusour	5.00	8.00
Goat's Liege	12.00	18.00

Gauntlet of Might	80.00	125.00
Giant Growth	.75	1.50
Giant Spider	.75	1.50
Glasses of Urza	1.25	2.00
Gloom	1.25	2.00
Goblin Balloon Brigade	1.25	2.00
Goblin King	12.00	18.00
Granite Gargoyle	15.00	20.00
Gray Ogre	.75	1.50
Green Ward	1.25	2.00
Grizzly Bears	.75	1.50
Guardian Angel	1.50	2.50
Healing Salve	.75	1.50
Helm of Chutzuk	5.00	8.00
Hill Giant	.75	1.50
Hive, The	7.00	10.00
Holy Armor	.75	1.50
Holy Strength	.75	1.50
Howl from Beyond	.75	1.50
Howling Mine	8.00	12.00
Hurlfire Minotaur	.75	1.50
Hurricane	1.25	2.00
Hypnotic Specter	3.00	4.00
Ice Storm	15.00	20.00
Icy Manipulator	25.00	45.00
Illusory Mask	50.00	65.00
Instill Energy	1.25	2.00
Invisibility	8.00	12.00
Iron Star	1.25	2.00
Ironclaw Orcs	1.25	2.00
Ironroot Treefolk	.75	1.50
Island (Dark Blue Sky)	.30	.60
Island	.20	.40
Island Sanctuary	6.00	10.00
Ivory Cup	.75	1.50
Jade Monolith	3.00	4.00
Jade Statue	15.00	20.00
Jayemdae Tome	5.00	8.00
Juggernaut	8.00	12.00
Jump	.75	1.50
Karma	1.50	2.50
Keldon Warlord	3.00	4.00
Kormus Bell	4.00	6.00
Kudzu	8.00	12.00
Lance	2.00	3.00
Ley Druid	1.25	2.00
Library of Leng	1.25	2.00
Lich	50.00	70.00
Lifelorce	1.25	2.00
Lifelace	3.00	4.00
Lifetop	1.25	2.00
Lightning Bolt	.75	1.50
Living Artifact	6.00	10.00
Living Lands	4.00	6.00
Living Wall	2.50	3.50
Ulanowar Elves	.75	1.50
Lord of Atlantis	10.00	15.00
Lord of the Pit	12.00	18.00
Lure	1.25	2.00
Magical Hack	8.00	12.00
Mahamoti Djinn	10.00	15.00
Manabombs	4.00	6.00
Mana Flore	7.00	10.00
Mana Short	4.00	6.00
Mana Vault	4.00	6.00
Meekstone	5.00	8.00
Merfolk of the Pearl Trident	.75	1.50
Mesa Pegasus	.75	1.50
Mind Twist	8.00	12.00
Mons' Goblin Raiders	.75	1.50
Mountain	.20	.40
Max Emerald	120.00	160.00
Max Jet	120.00	160.00
Max Pearl	120.00	160.00
Max Ruby	120.00	160.00
Max Sapphire	120.00	160.00
Natural Selection	30.00	40.00
Nether Shadow	6.00	10.00
Nettling Imp	5.00	8.00
Nevinyrral's Disk	7.00	12.00
Nightmare	18.00	25.00
Northern Paladin	12.00	18.00
Obsidian Golem	1.25	2.00
Orcish Artillery	.75	1.50
Orcish Oniflame	3.00	4.00
Paralyze	.75	1.50
Pearded Unicorn	.75	1.50
Personal Incarnation	8.00	12.00
Pestilence	.75	1.50
Phantasmal Forces	1.25	2.00
Phantasmal Terrain	.75	1.50
Phantom Monster	1.25	2.00
Pirate Ship	5.00	8.00
Plague Rats	.75	1.50

Plains	.20	.40
Plateau	15.00	25.00
Power Leak	.75	1.50
Power Sink	.75	1.50
Power Surge	6.00	10.00
Prodigal Sorcerer	.75	1.50
Psionic Blast	15.00	20.00
Psychic Venom	.75	1.50
Purloine	3.00	4.00
Raging River	45.00	60.00
Raise Dead	.75	1.50
Red Elemental Blast	.75	1.50
Red Ward	1.25	2.00
Regeneration	.75	1.50



## TOP TEN HOTTEST CARDS

## 9) Primal Order

Somebody down Homelands way must have gotten burned bad by a Maze of Ith or something... why else would Primal Order have come about? Though with its ability to deliver a point of damage to any player for each special land in play, we're not complaining.

Regrowth	6.00	10.00
Resurrection	3.00	4.00
Reverse Damage	8.00	12.00
Righteousness	8.00	12.00
Roc of Kher Ridges	10.00	15.00
Rock Hydra	20.00	30.00
Rod of Ruin	1.25	2.00
Royal Assassin	20.00	30.00
Sacrifice	2.50	3.50
Samite Healer	.75	1.50
Savannah	15.00	25.00
Savannah Lions	5.00	8.00
Scathe Zombies	.75	1.50
Scavenging Ghoul	1.25	2.00
Scrubland	15.00	25.00
Scryb Spites	.75	1.50
Sea Serpent	.75	1.50
Sedge Troll	12.00	15.00
Sengir Vampire	5.00	8.00
Serra Angel	8.00	12.00
Shanodin Dryads	.75	1.50
Shatter	.75	1.50
Shivan Dragon	25.00	35.00
Silicureum	1.25	2.00
Sinkhole	10.00	15.00
Siren's Call	2.00	3.00
Sleight of Mind	5.00	8.00
Smoke	4.00	6.00
Sol Ring	8.00	10.00
Soul Net	1.25	2.00
Spell Blast	.75	1.50
Stasis	5.00	8.00
Steel Artifact	1.25	2.00
Stone Giant	1.25	2.00
Stone Rain	.75	1.50
Stream of Life	.75	1.50
Sunglasses of Urza	5.00	8.00
Swamp	.20	.40
Swords to Plowshares	2.00	3.00
Taiga	15.00	25.00
Terror	.75	1.50
Thicket Basilisk	3.00	4.00
Thoughtknot	3.00	4.00
Throne of Bone	1.25	2.00
Timber Wolves	5.00	8.00
Time Vault	55.00	65.00
Time Walk	100.00	160.00
Timewalker	75.00	100.00
Tranquility	.75	1.50
Tropical Island	15.00	25.00
Tsunami	1.25	2.00

Tundra	15.00	25.00
Tunnel	1.25	2.00
Twiddle	3.50	5.00
Two-Headed Giant of Foriys	45.00	60.00
Underground Sea	15.00	25.00
Unholy Strength	.75	1.50
Unsummon	.75	1.50
Unhden Troll	3.00	4.00
Verduran Enchantress	6.00	10.00
Vesuvan Doppelganger	25.00	35.00
Veteran Bodyguard	12.00	20.00
Volcanic Eruption	6.00	10.00
Volcanic Island	15.00	30.00
Wall of Air	1.25	2.00
Wall of Bone	1.25	2.00
Wall of Brambles	1.25	2.00
Wall of Fire	1.25	2.00
Wall of Ice	1.25	2.00
Wall of Stone	1.25	2.00
Wall of Swords	3.00	4.00
Wall of Water	1.25	2.00
Wall of Wood	.75	1.50
Wanderlust	1.25	2.00
War Mammoth	.75	1.50
Warp Artifact	5.00	8.00
Water Elemental	2.00	3.00
Weakness	.75	1.50
Web	5.00	8.00
Wheel of Fortune	10.00	18.00
White Knight	3.00	4.00
White Ward	1.25	2.00
Wild Growth	.75	1.50
Will-O'-The-Wisp	8.00	12.00
Winter Orb	5.00	8.00
Wooden Sphere	1.25	2.00
Word of Command	45.00	65.00
Wrath of God	7.00	10.00
Zombie Master	8.00	12.00

## UNLIMITED EDITION

WIZARDS OF THE COAST-1994

Cards are white-bordered, but otherwise identical to Beta cards.

Full Set (302 cards)	\$1,400.00	1,800.00
Starter Deck (60 cards)	125.00	150.00
Starter Box (10 decks)	1,200.00	1,500.00
Booster Pack (15 cards)	45.00	60.00
Booster Box (36 packs)	1,600.00	2,000.00

Name	Low	High
Air Elemental	1.50	2.50
Ancestral Recall	35.00	55.00
Animate Artifact	1.25	2.00
Animate Dead	1.25	2.00
Animate Wall	3.00	4.00
Ankh of Mishra	4.00	6.00
Armageddon	5.00	8.00
Aspect of Wolf	5.00	8.00
Bad Moon	5.00	8.00
Badlands	12.00	20.00
Balance	4.00	6.00
Basalt Monolith	2.00	3.00
Bayou	12.00	20.00
Benalish Hero	.50	1.00
Berserk	18.00	30.00
Birds of Paradise	8.00	12.00
Black Knight	2.50	3.50
Black Lotus	160.00	180.00
Black Vise	2.00	3.00
Black Word	1.25	2.00
Blaze of Glory	25.00	40.00
Blessing	4.00	6.00
Blue Elemental Blast	.50	1.00
Blue Word	1.25	2.00
Bog Wraith	1.50	2.50
Braingeyser	12.00	18.00
Burrowing	1.25	2.00
Camouflage	10.00	15.00
Castle	2.50	3.50
Celestial Prism	1.25	2.00
Channel	.50	1.00
Chaos Orb	50.00	75.00
Chaosknot	2.50	3.50
Circle of Protection: Black	.50	1.00
Circle of Protection: Blue	.50	1.00
Circle of Protection: Green	.50	1.00
Circle of Protection: Red	.50	1.00
Circle of Protection: White	.50	1.00
Clockwork Beast	4.00	6.00
Clone	8.00	12.00
Cockatrice	8.00	12.00
Consecrate Land	10.00	15.00
Conservator	1.25	2.00
Contract from Below	5.00	8.00





Control Magic	2.50	3.50
Conversion	2.50	3.50
Copper Tablet	7.00	10.00
Copy Artifact	8.00	12.00
Counterspell	1.50	2.50
Craw Worm	.50	1.00
Creature Bond	.50	1.00
Crusade	5.00	8.00
Crystal Rod	1.25	2.00
Cursed Land	1.25	2.00
Cyclopean Tomb	40.00	70.00
Dark Ritual	.50	1.00
Darkpact	4.00	6.00
Death Ward	.50	1.00
Deathgrip	1.25	2.00
Deathlace	2.50	3.50
Demonic Attorney	5.00	8.00
Demonic Hordes	15.00	20.00
Demonic Tutor	8.00	12.00
Dingus Egg	6.00	10.00
Disenchant	.50	1.00
Disintegrate	.50	1.00
Disrupting Scepter	4.00	6.00
Dragon Whelp	2.50	3.50
Drain Life	.50	1.00
Drain Power	5.00	8.00
Drudge Skeletons	.50	1.00
Dwarven Demolition Team	10.00	15.00
Dwarven Warriors	.50	1.00
Earth Elemental	2.00	3.00
Earthbind	1.25	2.00
Earthquake	4.00	6.00
Elvish Archers	3.50	5.00
Evil Presence	1.25	2.00
False Orders	3.50	5.00
Farmstead	6.00	10.00
Fastbond	8.00	12.00
Fear	.50	1.00
Feedback	1.25	2.00
Fire Elemental	1.25	2.00
Fireball	.50	1.00
Firebreathing	.50	1.00
Flashfires	1.25	2.00
Flight	.50	1.00
Fog	.50	1.00
Force of Nature	10.00	15.00
Forcefield	50.00	80.00
Forest	.10	.25
Fork	25.00	30.00
Frozen Shade	.50	1.00
Fungusaur	5.00	8.00
Gaea's Liege	10.00	15.00
Gauntlet of Might	50.00	80.00
Giant Growth	.50	1.00
Giant Spider	.50	1.00
Glasses of Urza	1.25	2.00
Gloom	1.25	2.00
Goblin Balloon Brigade	1.25	2.00
Goblin King	10.00	15.00
Granite Gargoyle	10.00	15.00
Gray Ogre	.50	1.00
Green Ward	1.25	2.00
Grizzly Bears	.50	1.00
Guardian Angel	1.25	2.00
Healing Salve	.50	1.00
Helm of Chatzuk	4.00	6.00
Hill Giant	.50	1.00
Hive, The	5.00	8.00
Holy Armor	.50	1.00
Holy Strength	.50	1.00
Howl from Beyond	.50	1.00
Hawling Mine	7.00	10.00
Hurlion Minotaur	.50	1.00
Hurricane	1.25	2.00
Hypnotic Specter	2.50	3.50
Ice Storm	12.00	18.00
Icy Manipulator	15.00	30.00
Illusionary Mask	30.00	45.00
Instill Energy	1.25	2.00
Invisibility	5.00	8.00
Iron Star	1.25	2.00
Ironclaw Orcs	1.25	2.00
Ironroot Treefolk	.50	1.00
Island (Dark Blue Sky)	.15	.30
Island	.10	.25
Island Sanctuary	5.00	8.00
Ivory Cup	1.25	2.00
Jade Monolith	2.50	3.50
Jade Statue	10.00	15.00
Jayemdae Tome	4.00	6.00
Juggernaut	6.00	10.00
Jump	.50	1.00
Karma	1.25	2.00
Keldon Warlord	2.50	3.50

Kormus Bell	3.50	5.00
Kudzu	6.00	10.00
Lance	1.25	2.00
Ley Druid	1.25	2.00
Library of Leng	1.25	2.00
Lich	40.00	55.00
Lifeforce	1.25	2.00
Lifelace	2.50	3.50
Lifetop	1.25	2.00
Lightning Bolt	.50	1.00
Living Artifact	5.00	8.00
Living Lands	3.50	5.00
Living Wall	2.00	3.00
Llanowar Elves	.50	1.00
Lord of Atlantis	8.00	12.00
Lord of the Pit	10.00	15.00
Lure	1.25	2.00
Magical Hack	7.00	10.00
Mahamohi Djinn	8.00	10.00
Mana Flare	5.00	8.00
Mana Short	3.50	5.00
Mana Vault	3.50	5.00
Manabombs	3.50	5.00
Meekstone	4.00	6.00
Merfolk of the Pearl Trident	.50	1.00
Mesa Pegasus	.50	1.00
Mind Twist	6.00	10.00
Mons' Goblin Raiders	.50	1.00
Mountain	.10	.25
Max Emerald	95.00	125.00
Max Jet	95.00	125.00
Max Pearl	95.00	125.00
Max Ruby	95.00	125.00
Max Sapphire	95.00	125.00
Natural Selection	20.00	30.00
Nether Shadow	4.00	6.00
Nettling Imp	3.50	5.00
Nevinyrral's Disk	6.00	10.00
Nightmare	12.00	20.00
Northern Paladin	12.00	18.00
Obsidian Golem	1.25	2.00
Orcish Artillery	.75	1.50
Orcish Drifflammer	2.50	3.50
Paralyze	.50	1.00
Pearled Unicorn	.50	1.00
Personal Incarnation	6.00	10.00
Pestilence	.50	1.00
Phantasmal Forces	1.25	2.00
Phantasmal Terrain	.50	1.00
Phantom Monster	1.50	2.50
Pirate Ship	4.00	6.00
Plague Rats	.50	1.00
Plains	.10	.25
Plateau	12.00	20.00
Power Leak	.50	1.00
Power Sink	.50	1.00
Power Surge	5.00	8.00
Prodigal Sorcerer	.50	1.00
Psionic Blast	12.00	15.00
Psychic Venom	.50	1.00
Purloine	2.50	3.50
Raging River	30.00	45.00
Raise Dead	.50	1.00
Red Elemental Blast	.50	1.00
Red Ward	1.25	2.00
Regeneration	.50	1.00
Regrowth	5.00	8.00
Resurrection	2.50	3.50
Reverse Damage	6.00	10.00
Righteousness	6.00	10.00
Roc of Kher Ridges	8.00	12.00
Rock Hydra	18.00	25.00
Rod of Ruin	1.25	2.00
Royal Assassin	18.00	25.00
Sacrifice	2.00	3.00
Samite Healer	.50	1.00
Savannah	12.00	20.00
Savannah Lions	4.00	6.00
Scathe Zombies	.50	1.00
Scavenging Ghoul	1.50	2.50
Scrubland	12.00	20.00
Scrib Sprites	1.25	2.00
Sea Serpent	.50	1.00
Sedge Troll	10.00	15.00
Sengir Vampire	4.00	6.00
Serra Angel	7.00	10.00
Shanodin Dryads	.50	1.00
Shatter	.50	1.00
Shivan Dragon	20.00	30.00
Simulacrum	1.25	2.00
Sinkhole	7.00	12.00
Siren's Call	1.25	2.00
Sleight of Mind	4.00	6.00
Smoke	3.50	5.00

Sol Ring	7.00	10.00
Soul Net	1.25	2.00
Spell Blast	.50	1.00
Stasis	4.00	6.00
Steal Artifact	1.50	2.50
Stone Giant	1.25	2.00
Stone Rain	.50	1.00
Stream of Life	.50	1.00
Sunglasses of Urza	4.00	6.00
Swamp	.10	.25
Swords to Plowshares	1.25	2.00
Taiga	12.00	20.00
Terror	.50	1.00
Thicket Basilisk	2.50	3.50
Thoughtlapse	2.50	3.50
Throne of Bone	1.25	2.00
Timber Wolves	4.00	6.00
Time Vault	40.00	55.00
Time Walk	80.00	100.00
Timewalker	45.00	70.00
Tranquility	.50	1.00
Tropical Island	12.00	20.00
Tsunami	1.25	2.00
Tundra	18.00	30.00
Tunnel	1.25	2.00
Twiddle	2.00	3.00
Two-Headed Giant of Foriys	30.00	45.00
Underground Sea	12.00	20.00
Unholy Strength	.50	1.00
Unsummon	.50	1.00
Unholy Trail	2.00	3.00
Verduran Enchantress	5.00	8.00
Vesuvan Doppelganger	20.00	30.00
Veteran Bodyguard	10.00	18.00
Volcanic Eruption	5.00	8.00
Volcanic Island	12.00	20.00
Wall of Air	1.25	2.00
Wall of Bone	1.25	2.00
Wall of Brambles	1.25	2.00
Wall of Fire	1.25	2.00
Wall of Ice	1.25	2.00
Wall of Stone	1.25	2.00
Wall of Swords	2.25	3.00
Wall of Water	1.25	2.00
Wall of Wood	.50	1.00
Wanderlust	1.25	2.00
War Mammoth	.50	1.00
Warp Artifact	4.00	6.00
Water Elemental	1.25	2.00
Weakness	.50	1.00
Web	4.00	6.00
Wheel of Fortune	8.00	15.00
White Knight	2.50	3.50
White Ward	1.25	2.00
Wild Growth	.50	1.00
Will-O'-The-Wisp	7.00	10.00
Winter Orb	4.00	6.00
Wooden Sphere	1.25	2.00
Word of Command	35.00	50.00
Wrath of God	6.00	10.00
Zombie Master	6.00	10.00

Black Ward	.75	1.50
Blessing	3.50	5.00
Blue Elemental Blast	.15	.50
Blue Ward	.75	1.50
Bog Wraith	1.25	2.00
Bottle of Suleiman	3.00	4.00
Brainingeyser	8.00	12.00
Brass Man	.75	1.50
Burrowing	.75	1.50
Castle	1.50	2.50
Celestial Prism	.75	1.50
Channel	.15	.50
Chaoslace	.35	.75
Circle of Protection: Black	.15	.50
Circle of Protection: Blue	.15	.50
Circle of Protection: Green	.15	.50
Circle of Protection: Red	.15	.50
Circle of Protection: White	.15	.50
Clackwork Beast	3.00	4.00
Clone	5.00	8.00
Cockatrice	5.00	8.00
Conservator	.75	1.50
Contract from Below	3.50	5.00
Control Magic	2.00	3.00
Conversion	1.50	2.50
Copy Artifact	6.00	10.00
Counterspell	1.25	2.00
Craw Worm	.15	.50
Creature Bond	.15	.50
Crusade	4.00	6.00
Crumble	.75	1.50
Crystal Rod	.75	1.50
Cursed Land	.75	1.50
Dancing Scimitar	3.00	4.00
Dark Ritual	.15	.50
Darkpact	3.50	5.00
Death Ward	.15	.50
Deathgrip	.75	1.50
Deathlace	2.00	3.00
Demonic Attorney	4.00	6.00



### TOP TEN HOTTEST CARDS

#### 8) Hell's Caretaker

Hell is an evil place, and few things in it are more evil than Hell's Caretaker. Why, just throw some innocent creature to him and he'll cough up some monstrosity from your graveyard. Unpleasant.

Demonic Hordes	10.00	15.00
Demonic Tutor	6.00	8.00
Desert Twister	1.50	2.50
Dingus Egg	4.00	6.00
Disenchant	.15	.50
Disintegrate	.15	.50
Disrupting Scepter	3.00	4.00
Dragon Engine	1.25	2.00
Dragon Whelp	2.00	3.00
Drain Life	.15	.50
Drain Power	4.00	6.00
Drudge Skeletons	.15	.50
Dwarven Warriors	.15	.50
Dwarven Weaponsmith	1.50	2.50
Earth Elemental	1.50	2.50
Earthbind	.75	1.50
Earthquake	3.50	5.00
Ebony Horse	2.50	3.50
EH-Hajaj	4.00	6.00
Elvish Archers	3.00	4.00
Energy Flux	.75	1.50
Erg Raiders	.15	.50
Evil Presence	.75	1.50
Eye for an Eye	3.50	5.00

### REVISED EDITION

WIZARDS OF THE COAST 1994

Cards are white-bordered and are nearly identical to Unlimited cards, except that the ink on the cards is noticeably lighter.

Full Set (302 cards)	\$300.00	500.00
Starter Deck (60 cards)	10.00	15.00
Starter Box (10 decks)	100.00	150.00
Booster Pack (15 cards)	3.25	5.00
Booster Box (36 packs)	110.00	175.00

Name	Low	High
Air Elemental	1.25	2.00
Aladdin's Lamp	3.00	4.00
Aladdin's Ring	3.50	5.00
Animate Artifact	.75	1.50
Animate Dead	.75	1.50
Animate Wall	2.50	3.50
Ankh of Mishra	3.00	4.00
Armageddon	4.00	6.00
Armageddon Clock	2.50	3.50
Aspect of Wolf	4.00	6.00
Atog	1.00	2.00
Bad Moon	4.00	6.00
Bagdlands	10.00	18.00
Balance	3.50	5.00
Basalt Monolith	1.50	2.50
Bayou	10.00	18.00
Benalish Hero	.15	.50
Birds of Paradise	6.00	8.00
Black Knight	1.50	2.50
Black Vise	1.25	2.00





## price guide

Farmland	5.00	8.00
Fastbond	1.00	10.00
Fear	1.50	5.00
Feedback	7.50	1.50
Fire Elemental	2.50	2.00
Fireball	1.50	3.00
Firebreathing	1.50	5.00
Flarefines	7.50	5.00
Flight	1.50	5.00
Flying Carpet	3.50	5.00
Fog	1.50	5.00
Force of Nature	8.00	12.00
Forest	0.50	1.00
Fork	15.00	25.00
Frozen Shade	1.50	5.00
Fungus	4.00	6.00
Gaea's Liege	8.00	12.00
Giant Growth	1.50	5.00
Giant Spider	1.50	5.00
Glasses of Urza	7.50	1.50
Gloom	7.50	1.50
Goblin Balloon Brigade	7.50	1.50
Goblin King	9.00	10.00
Granite Gargyle	6.00	10.00
Gray Ogre	1.50	5.00
Green Ward	7.50	1.50
Grizzly Bears	1.50	5.00
Guardian Angel	7.50	1.50
Healing Salve	1.50	5.00
Helm of Chazruk	3.00	4.00
Hill Giant	1.50	5.00
Hive, The	4.00	6.00
Holy Armor	1.50	5.00
Holy Strength	1.50	5.00
Howl from Beyond	1.50	5.00
Howling Mine	6.00	10.00
Hurkyl's Recall	3.50	5.00
Hurlion Minotaur	1.50	5.00
Hurricane	7.50	1.50
Hypnotic Specter	2.00	3.00
Instill Energy	7.50	1.50
Iron Star	7.50	1.50
Ironroot Treefolk	1.50	5.00
Island	0.50	1.00
Island Fish Jasonius	3.50	5.00
Island Sanctuary	3.50	5.00
Ivory Cup	7.50	1.50
Ivory Tower	4.00	6.00
Jade Monolith	1.50	2.50
Jondar's Ring	5.00	8.00
Jondar's Saddlebags	2.50	3.50
Joyemdae Torment	3.00	4.00
Juggernaut	5.00	8.00
Jump	1.50	5.00
Kama	7.50	1.50
Keldon Warlord	1.50	2.50
Kird Ape	1.00	2.00
Kormus Bell	2.50	3.50
Kudzu	4.00	6.00
Lance	1.25	2.00
Lay Druid	7.50	1.50
Library of Leng	7.50	1.50
Lifelace	7.50	1.50
Lifelore	2.00	3.00
Lifetop	7.50	1.50
Lightning Bolt	1.50	5.00
Living Artifact	3.25	5.00
Living Lands	3.50	4.00
Living Wall	1.50	2.50
Llanowar Elves	1.50	5.00
Lord of Atlantis	6.00	10.00
Lord of the Pit	8.00	12.00
Lure	7.50	1.50
Magical Hack	5.00	8.00
Magnetic Mountain	2.50	3.50
Mahamoti Djinn	7.00	10.00
Mana Flare	4.00	6.00
Mana Short	3.50	5.00
Mana Vault	3.00	4.00
Manorbats	3.00	4.00
Meekstone	3.50	5.00
Merfolk of the Pearl Trident	1.50	5.00
Mesa Pegasus	1.50	5.00
Mjane Djinn	4.00	6.00

Millstone	3.00	4.00
Mind Twist	5.00	8.00
Mishra's War Machine	3.00	4.00
Moss's Mystic Forest	1.50	5.00
Mountain	0.50	1.00
Neither Shadow	3.50	5.00
Nesting Time	2.50	3.50
Neutral's Deck	5.00	8.00
Nightmare	10.00	15.00
Northern Paladin	8.00	12.00
Obscure Golem	7.50	1.50
Ornulet	1.25	2.00
Orchid Antillery	7.50	1.50
Orchid Giffling	2.00	3.00
Ornithopter	7.50	1.50
Paralyze	1.50	5.00
Peasant Unleash	1.50	5.00
Plasma Information	5.00	8.00
Plasma	1.50	5.00
Plasma's Forces	7.50	1.50
Plasma's Terrors	1.50	5.00
Plasma Monster	7.50	1.50
Plasma Trap	3.50	5.00
Plague Rats	1.50	5.00
Planes	0.50	1.00



## TOP TEN HOTTEST CARDS

## 7) Lhurgoyf

I still have trouble with this guy's name. But not with his ability: +1/+1 for each creature in all graveyards. Lhurgoyf must be Horse for "Put me out after Jakalheaps."

Plateau	10.00	18.00
Power Leak	1.50	5.00
Power Sink	1.50	5.00
Power Surge	3.50	5.00
Primal Clay	2.50	3.50
Prodigal Sorcerer	1.50	5.00
Psychic Venom	1.50	5.00
Purelife	2.00	3.00
Rack, The	1.25	2.00
Raise Dead	1.50	5.00
Reconstruction	7.50	1.50
Red Elemental Blast	1.50	5.00
Red Ward	7.50	1.50
Regeneration	1.50	5.00
Regrowth	3.50	5.00
Resurrection	2.00	3.00
Reverse Damage	5.00	8.00
Reverse Polarity	7.50	1.50
Righteousness	5.00	8.00
Rox of Kher Ridges	6.00	10.00
Rock Hydra	12.00	18.00
Rocket Launcher	4.00	6.00
Rod of Ruin	7.50	1.50
Royal Assassin	12.00	18.00
Sacrifice	1.50	2.50
Samite Healer	1.50	5.00
Savannah	10.00	18.00
Savannah Lions	3.50	5.00
Scathe Zombies	1.50	5.00
Scavenging Ghoul	7.50	1.50
Scrubland	10.00	18.00
Scrib Sprites	1.50	5.00
Sea Serpent	1.50	5.00
Sedge Troll	8.00	12.00
Sengir Vampire	3.50	5.00
Serendib Efreet	10.00	15.00
Serra Angel	5.00	8.00
Shanodan Dryads	1.50	5.00
Shatter	1.50	5.00

Shatterstorm	4.00	6.00
Shivan Dragon	15.00	20.00
Simulacrum	7.50	1.50
Siren's Call	1.25	2.00
Sleight of Mind	3.50	5.00
Smoke	3.00	4.00
Sol Ring	6.00	8.00
Sorceress Queen	5.00	8.00
Soul Net	7.50	1.50
Spell Blast	1.50	5.00
Spells	3.00	4.00
Steel Artifact	7.50	1.50
Stone Giant	7.50	1.50
Stone Rain	1.50	5.00
Stream of Life	1.50	5.00
Sunglasses of Urza	3.00	4.00
Swamp	0.50	1.00
Swords to Plowshares	1.25	2.00
Tangle	10.00	18.00
Terror	1.50	5.00
Thicket Basilisk	2.00	3.00
Throughlace	2.00	3.00
Throne of Bone	7.50	1.50
Timber Wolves	3.00	4.00
Titanium's Song	2.50	3.50
Treanquility	1.50	5.00
Tropical Island	10.00	18.00
Tsunami	7.50	1.50
Tundra	10.00	18.00
Tunnel	7.50	1.50
Underground Sea	10.00	18.00
Unholy Strength	1.50	5.00
Unstable Mutation	1.50	5.00
Unsummon	1.50	5.00
Unseen Trail	1.50	2.50
Verduran Enchantress	4.00	6.00
Vesuvan Doppelganger	12.00	20.00
Veteran Bodyguard	7.00	12.00
Volcanic Eruption	4.00	6.00
Volcanic Island	10.00	18.00
Wall of Air	7.50	1.50
Wall of Bone	7.50	1.50
Wall of Brambles	7.50	1.50
Wall of Fire	7.50	1.50
Wall of Ice	7.50	1.50
Wall of Stone	7.50	1.50
Wall of Swords	1.50	2.50
Wall of Water	7.50	1.50
Wall of Wood	7.50	1.50
Wanderlust	7.50	1.50
War Mammoth	1.50	5.00
Warrior Artifact	3.00	4.00
Water Elemental	1.25	2.00
Weakness	1.50	5.00
Web	3.00	4.00
Wheel of Fortune	7.00	12.00
White Knight	1.50	2.50
White Ward	7.50	1.50
Wild Growth	1.50	5.00
Wild of the Wild	5.00	8.00
Winter Orb	3.00	4.00
Wooden Sphere	7.50	1.50
Wrath of God	4.00	6.00
Zombie Master	5.00	8.00

## FOURTH EDITION

WIZARDS OF THE COAST 1995

Cards contain a copyright date beneath the artist's name on the front of the card.

Full Set (378 cards)	\$250.00	350.00
Starter Deck (60 cards)	8.00	12.00
Starter Box (10 decks)	75.00	100.00
Booster Pack (15 cards)	2.50	3.50
Booster Box (36 packs)	85.00	110.00

Name	Low	High
Abomination	2.00	3.00
Air Elemental	7.50	1.50
Alabaster Potion	1.00	4.00
Aladdin's Lamp	2.50	3.50
Aladdin's Ring	3.00	4.00
Ali Baba	3.00	4.00
Amrou Kithkin	1.00	4.00
Amulet of Kroog	1.00	4.00
Angry Mob	1.50	2.50
Animate Artifact	3.50	7.50
Animate Dead	3.50	7.50
Animate Wall	2.00	3.00
Ankh of Mishra	2.50	3.50
Apprentice Wizard	1.00	4.00
Armageddon	3.50	5.00
Armageddon Clock	2.50	3.50
Ashes to Ashes	3.50	7.50
Ashnod's Battle Gear	1.50	2.50

Aspect of Wolf	3.50	5.00
Backfire	1.50	2.50
Bad Moon	3.50	5.00
Balance	3.00	4.00
Ball Lightning	5.00	8.00
Battering Ram	1.00	4.00
Benalish Hero	1.00	4.00
Bird Maiden	1.00	4.00
Birds of Paradise	5.00	8.00
Black Knight	1.25	2.00
Black Mana Battery	3.50	5.00
Black Vise	7.50	1.50
Black Word	3.50	7.50
Blessing	2.50	3.50
Blight	1.50	2.50
Blood Lust	1.00	4.00
Blue Elemental Blast	1.00	4.00
Blue Mana Battery	3.50	5.00
Blue Word	1.00	4.00
Bog Imp	1.00	4.00
Bog Wraith	7.50	1.50
Bottle of Suleiman	2.50	3.50
Brainwash	1.00	4.00
Brass Man	6.00	1.00
Bronze Tablet	2.50	3.50
Brothers of Fire	1.00	4.00
Brute, The	1.00	4.00
Burrowing	6.00	1.00
Carnivorous Plant	1.00	4.00
Carion Ants	5.00	8.00
Castle	1.25	2.00
Cave People	1.25	2.00
Celestial Prism	6.00	1.00
Channel	1.00	4.00
Chaoslace	1.50	2.50
Circle of Protection: Artifact	3.00	4.00
Circle of Protection: Black	1.00	4.00
Circle of Protection: Blue	1.00	4.00
Circle of Protection: Green	1.00	4.00
Circle of Protection: Red	1.00	4.00
Circle of Protection: White	1.00	4.00
Clay Statue	1.00	4.00
Clockwork Avian	4.00	6.00
Clockwork Beast	2.50	3.50
Cockatrice	4.00	6.00
Colossus of Sardia	4.00	6.00
Conservator	6.00	1.00
Control Magic	1.50	2.50
Conversion	1.25	2.00
Corral Helm	2.50	3.50
Cosmic Horror	3.50	5.00
Counterspell	7.50	1.50
Craw Worm	1.00	4.00
Creature Bond	1.00	4.00
Crimson Mantle	3.00	4.00
Crumble	3.50	7.50
Crusade	3.50	5.00
Crystal Rod	6.00	1.00
Cursed Land	3.50	7.50
Cursed Rack	1.50	2.50
Cyclopean Mummy	1.00	4.00
Dancing Scimitar	2.50	3.50
Dark Ritual	1.00	4.00
Death Ward	1.00	4.00
Deathgrip	6.00	1.00
Deathlace	1.50	2.50
Desert Twister	1.25	2.00
Detonate	1.25	2.00
Diabolic Machine	1.25	2.00
Dingus Egg	3.50	5.00
Disenchant	1.00	4.00
Disintegrate	1.00	4.00
Disrupting Scepter	2.50	3.50
Divine Transformation	3.00	4.00
Dragon Engine	7.50	1.50
Dragon Whelp	1.50	2.50
Drain Life	1.00	4.00
Drain Power	3.50	5.00
Drudge Skeletons	1.00	4.00
Durkwood Boars	1.00	4.00
Dwarven Warriors	1.00	4.00
Earth Elemental	7.50	1.50
Earthquake	3.00	4.00
Ebony Horse	2.00	3.00
EHojai	3.50	5.00
Elder Land Wurm	4.00	6.00
Elven Riders	3.50	5.00
Elvish Archers	3.00	4.00
Energy Flux	6.00	1.00
Energy Tap	1.00	4.00
Erg Raiders	1.00	4.00
Erosion	1.00	4.00
Eternal Warrior	1.00	4.00
Evil Presence	6.00	1.00





Eye for an Eye	3.00	4.00
Fear	10	40
Feedback	35	75
Fellwyr Stone	2.00	3.00
Fire Elemental	75	1.50
Fireball	10	40
Firebreathing	10	40
Fissure	10	40
Flashfries	60	1.00
Flight	10	40
Flood	10	40
Flying Carpet	3.00	4.00
Fog	10	40
Force of Nature	6.00	10.00
Fortified Area	10	40
Forest	.05	10
Frozen Shade	10	40
Fungusaur	3.50	5.00
Gaea's Liege	6.00	10.00
Gaseous Form	10	40
Ghost Ship	35	75
Giant Growth	10	40
Giant Spider	10	40
Giant Strength	10	40
Giant Tortoise	10	40
Glasses of Urza	60	1.00
Gloom	60	1.00
Goblin Balloon Brigade	60	1.00
Goblin King	6.00	10.00
Goblin Rock Sled	10	40
Grapeshot Catapult	10	40
Gray Ogre	10	40
Greed	2.50	3.50
Green Mana Battery	3.50	5.00
Green Ward	35	75
Grizzly Bears	10	40
Healing Salve	10	40
Helm of Chazuk	2.50	3.50
Hill Giant	10	40
Hive, The	3.50	5.00
Holy Armor	10	40
Holy Strength	10	40
Howl from Beyond	10	40
Howling Mine	5.00	8.00
Hurkyl's Recall	3.00	4.00
Hurlion Minotaur	10	40
Hurt Jackal	2.00	3.00
Hurricane	60	1.00
Hypnotic Specter	1.50	2.50
Immolation	10	40

Killer Bees	5.00	8.00
Kismet	3.50	5.00
Kormus Bell	2.00	3.00
Land Leeches	10	40
Land Tax	2.00	3.00
Leviathan	3.50	5.00
Ley Druid	60	1.00
Library of Leng	60	1.00
Lifeforce	60	1.00
Lifelace	1.50	2.50
Lifetop	60	1.00
Lightning Bolt	10	40
Living Artifact	2.50	3.50
Living Lands	2.50	3.50
Ulonwar Elves	10	40
Lord of Atlantis	5.00	8.00
Lord of the Pit	6.00	10.00
Lost Soul	10	40
Lure	60	1.00
Magical Hack	4.00	6.00
Magnetic Mountain	2.00	3.00
Mahamoti Djinn	6.00	8.00
Mana Clash	1.50	2.50
Mana Flare	3.50	5.00
Mana Short	3.00	4.00
Mana Vault	2.50	3.50
Manabombs	2.50	3.50
Marsh Gas	10	40
Marsh Viper	10	40
Meekstone	3.00	4.00
Merfolk of the Pearl Trident	10	40
Mesa Pegasus	10	40
Millstone	2.50	3.50
Mind Bomb	1.50	2.50
Mind Twist	4.00	6.00
Mishra's Factory	3.50	5.00
Mishra's War Machine	2.50	3.50
Mons' Goblin Raiders	10	40
Morale	10	40
Mountain	.05	10
Murk Dwellers	10	40
Naf's Asp	10	40
Nether Shadow	3.00	4.00
Nevinyrral's Disk	3.50	5.00
Nightmare	7.00	12.00
Northern Paladin	6.00	10.00
Oasis	2.00	3.00
Obsidian Golem	60	1.00
Onulet	75	1.50
Orchid Artillery	60	1.00
Orchid Oriflame	1.50	2.50
Ornithopter	35	75
Osai Vultures	35	75
Paralyze	10	40
Pearled Unicorn	10	40
Personal Incarnation	4.00	6.00
Pestilence	10	40
Phantasmal Forces	60	1.00
Phantasmal Terrain	10	40
Phantom Monster	60	1.00
Pirate Ship	3.00	4.00
Piety	10	40
Pikeman	10	40
Pit Scorpion	10	40
Plague Rats	10	40
Plains	.05	10
Power Leak	10	40
Power Sink	10	40
Power Surge	2.50	3.50
Pradesh Gypsies	10	40
Primal Clay	2.00	3.00
Prodigal Sorcerer	10	40
Psionic Entity	3.50	5.00
Psychic Venom	10	40
Purelace	1.50	2.50
Pyrotechnics	1.25	2.00
Rack, The	.75	1.50
Radian Spirit	2.00	3.00
Rag Man	2.50	3.50
Raise Dead	10	40
Rebirth	2.50	3.50
Red Elemental Blast	10	40
Red Mana Battery	3.50	5.00
Red Ward	35	75
Regeneration	10	40
Relic Bird	3.00	4.00
Reverse Damage	4.00	6.00
Righteousness	4.00	6.00
Rod of Ruin	60	1.00
Royal Assassin	10.00	15.00
Samite Healer	10	40
Sandstorm	10	40
Savannah Lions	3.00	4.00
Scathe Zombies	10	40

Scavenging Ghoul	.60	1.00
Scrib Sprites	10	40
Sea Serpent	10	40
Seeker	10	40
Seagovian Leviathan	1.25	2.00
Sengir Vampire	3.00	4.00
Serra Angel	4.00	6.00
Shanodin Dryads	10	40
Shapeshifter	3.50	5.00
Shatter	10	40
Shivan Dragon	12.00	18.00
Simulacrum	10	40
Sindbad	2.50	3.50
Siren's Call	.75	1.50
Sisters of the Flame	10	40
Sleight of Mind	3.00	4.00
Smoke	2.50	3.50
Sorceress Queen	4.00	6.00
Soul Net	.35	.75
Spell Blast	10	40
Spirit Link	3.50	5.00
Spirit Shackle	.75	1.50
Stasis	2.50	3.50
Steal Artifact	.60	1.00
Stone Giant	.60	1.00
Stone Rain	10	40
Stream of Life	10	40
Ship Mine	3.00	4.00
Sunglasses of Urza	2.50	3.50
Surken City	10	40
Swamp	.05	10
Swords to Plowshares	.75	1.50
Sylvan Library	4.00	6.00
Tawnos's Wand	1.25	2.00
Tawnos's Weaponry	1.25	2.00
Tempest Ereet	3.00	4.00
Terror	10	40
Tetravus	4.00	6.00
Thicker Basilisk	1.50	2.50
Thoughtflood	1.50	2.50
Throne of Bone	.60	1.00
Timber Wolves	2.50	3.50
Time Elemental	6.00	10.00
Titanium's Song	2.00	3.00
Tranquility	10	40
Triskelion	4.00	6.00
Tsunami	.60	1.00
Tundra Wolves	.35	.75
Tunnel	.35	.75
Twiddle	.35	.75
Uncle Istvan	1.50	2.50
Unholy Strength	10	40
Unstable Mutation	10	40
Unsummon	10	40
Untamed Wilds	1.25	2.00
Urza's Avenger	4.00	6.00
Uthden Troll	1.25	2.00
Vampire Bats	10	40
Venom	10	40
Verduran Enchantress	3.50	5.00
Visions	1.50	2.50
Volcanic Eruption	3.00	4.00
Wall of Air	.60	1.00
Wall of Bone	.60	1.00
Wall of Brambles	.60	1.00
Wall of Dust	1.50	2.50
Wall of Fire	.60	1.00
Wall of Ice	.60	1.00
Wall of Spears	.60	1.00
Wall of Stone	.60	1.00
Wall of Swords	1.25	2.00
Wall of Water	.60	1.00
Wall of Wood	10	40
Wanderlust	.60	1.00
War Mammoth	10	40
Warp Artifact	2.50	3.50
Water Elemental	.75	1.50
Weakness	10	40
Web	2.50	3.50
Whirling Dervish	3.00	4.00
White Knight	1.25	2.00
White Mana Battery	3.50	5.00
White Ward	.35	.75
Wild Growth	10	40
Winds of Change	4.00	6.00
Will-O'-The-Wisp	4.00	6.00
Winter Blast	2.50	3.50
Winter Orb	.35	.75
Wooden Sphere	10	40
Word of Binding	3.50	5.00
Wrath of God	1.25	2.00
Xenic Poltergeist	10	40
Yotian Soldier	10	40
Zephyr Falcon	10	40
Zombie Master	4.00	6.00

## ARABIAN NIGHTS

WIZARDS OF THE COAST: 1994  
Full Set (78 cards) \$600.00 ... 800.00  
Booster Pack (8 cards) 50.00 ... 70.00  
Booster Box (60 packs) 2900.00 ... 4,200.00

Name	Low	High
Abu Ja'far	3.50	5.00
Aladdin	10.00	15.00
Aladdin's Lamp	4.00	6.00
Aladdin's Ring	6.00	10.00
Ali Baba	5.00	8.00
Ali from Cairo	60.00	75.00
Army of Allah	2.00	3.00
Bazaar of Baghdad	12.00	18.00
Bird Maiden	.50	1.00
Bottle of Suleiman	6.00	10.00
Brass Man	1.25	2.00
Camel	2.25	3.00
City in a Bottle	12.00	20.00
City of Brass	12.00	18.00
Cuombaji Witches	.75	1.50
Cyclone	5.00	8.00
Dancing Scimitar	5.00	8.00
Dandan	.75	1.50
Desert	4.00	6.00
Desert Nomads	2.50	3.50
Desert Twister	2.50	3.50
Diamond Valley	35.00	45.00
Drop of Honey	20.00	30.00
Ebony Horse	5.00	8.00
El-Hajjaj	6.00	10.00
Elephant Graveyard	20.00	35.00
Erg Raiders	.75	1.50
Ermah Djinn	5.00	8.00
Eye for an Eye	6.00	10.00
Fishliver Oil	.50	1.00
Flying Carpet	5.00	8.00
Flying Men	3.25	4.00
Ghazban Ogre	.50	1.00
Giant Tortoise	.75	1.50
Guardian Beast	45.00	70.00
Hasran Ogress	.75	1.50
Hurt Jackal	1.00	2.00
Ith-biff Ereet	18.00	25.00
Island Fish Jasconius	6.00	10.00
Island of Wak-Wak	25.00	35.00
Jandar's Ring	5.00	8.00
Jandar's Saddlebags	6.00	10.00
Jeweled Bird	4.00	6.00
Jihad	25.00	40.00
Junun Ereet	10.00	15.00
Juzam Djinn	40.00	70.00
Khabal Ghoul	25.00	35.00
King Suleiman	12.00	18.00
Kird Ape	3.50	5.00
Library of Alexandria	25.00	35.00
Magnetic Mountain	4.00	6.00
Merchant Ship	7.00	10.00
Metamorphosis	.50	1.00
Mijoe Djinn	8.00	12.00
Moorish Cavalry	4.00	6.00
Mountain	4.00	6.00
Naf's Asp	.50	1.00
Oasis	3.50	5.00
Old Man of the Sea	25.00	35.00
Oubliette	3.50	5.00
Piety	.50	1.00
Pyramids	20.00	30.00
Repentant Blacksmith	3.00	5.00
Ring of Ma'ru	25.00	35.00
Rukh Egg	7.00	10.00
Sandals of Abdallah	8.00	12.00
Sandstorm	.50	1.00
Serendib Djinn	12.00	20.00
Serendib Ereet	12.00	18.00
Shahrazad	12.00	20.00
Sindbad	5.00	8.00
Singing Tree	25.00	40.00
Sorceress Queen	8.00	12.00
Stone-Throwing Devils	4.00	6.00
Unstable Mutation	.75	1.50
War Elephant	.50	1.00
Wyluli Wolf	4.00	6.00
Ydwen Ereet	10.00	15.00

## ANTIQUITIES

WIZARDS OF THE COAST: 1994  
Full Set (100 cards) \$300.00 ... 400.00  
Booster Pack (8 cards) 12.00 ... 18.00  
Booster Box (60 packs) 700.00 ... 900.00

Name	Low	High
Amulet of Kroog	15	50



## TOP TEN HOTTEST CARDS

### 6) Icy Manipulator

The Alpha is nicer-looking, but Alpha or Ice Age, you can't look a gift, ur, whatever in the mouth. And as icy here will tap or untap anything, it's literally a gift from the gods.

Inferno	3.50	5.00
Instill Energy	.60	1.00
Iron Star	.60	1.00
Ironclaw Orcs	10	40
Ironroot Treefolk	10	40
Island	.05	10
Island Fish Jasconius	3.00	4.00
Island Sanctuary	2.50	3.50
Ivory Cup	.60	1.00
Ivory Tower	3.50	5.00
Jade Monolith	1.25	2.00
Jandar's Saddlebags	2.00	3.00
Jayemdae Tome	2.50	3.50
Jump	10	40
Junun Ereet	3.50	5.00
Kelda	.60	1.00
Kormo	1.25	2.00

Pradesh Gypsies	10	40
Primal Clay	2.00	3.00
Prodigal Sorcerer	10	40
Psionic Entity	3.50	5.00
Psychic Venom	10	40
Purelace	1.50	2.50
Pyrotechnics	1.25	2.00
Rack, The	.75	1.50
Radian Spirit	2.00	3.00
Rag Man	2.50	3.50
Raise Dead	10	40
Rebirth	2.50	3.50
Red Elemental Blast	10	40
Red Mana Battery	3.50	5.00
Red Ward	35	75
Regeneration	10	40
Relic Bird	3.00	4.00
Reverse Damage	4.00	6.00
Righteousness	4.00	6.00
Rod of Ruin	60	1.00
Royal Assassin	10.00	15.00
Samite Healer	10	40
Sandstorm	10	40
Savannah Lions	3.00	4.00
Scathe Zombies	10	40

WENT UP

WENT DOWN

HEAVILY TRADED





## price guide

Argivian Archaeologist	20.00	35.00
Argivian Blacksmith	40	1.00
Argothian Pixies	15	50
Argothian Treefolk	1.25	2.00
Armageddon Clock	3.50	5.00
Artifact Blast	40	1.00
Artifact Ward	40	1.00
Artifact Possession	40	1.00
Ashnod's Altar	1.25	2.00
Ashnod's Battle Gear	2.50	3.50
Ashnod's Transmogrifier	1.25	2.00
Azog	1.50	2.50
Battering Ram	15	50
Bronze Tablet	4.00	6.00
Candelabra of Tawnos	20.00	35.00
Circle of Protection: Artifact	5.00	10.00
Citadel Druid	3.25	4.00
Clay Statue	40	1.00
Clockwork Avian	8.00	12.00
Colossus of Sardia	10.00	18.00
Coral Helm	4.00	6.00
Crumble	40	1.00
Cursed Rack	2.50	3.50
Damping Field	2.50	3.50
Detonate	2.25	3.00
Draino's Restoration	1.25	2.00
Dragon Engine	1.50	2.50
Dwarven Weaponsmith	2.25	3.00
Energy Flux	1.25	2.00
Feldon's Cone	2.25	3.00
Gaea's Avenger	12.00	20.00
Gate to Phyrexia	2.50	3.50
Goblin Artisans	1.25	2.00
Golgathian Sylex	7.00	10.00
Grapeshot Catapult	15	50
Haunting Wind	2.50	3.50
Hurkyl's Recall	6.00	8.00
Ivory Tower	7.00	10.00
Jalum Tome	4.00	6.00
Martyrs of Korlis	4.00	6.00
Nightstone	2.50	3.50
Millstone	3.50	5.00
Mishra's Factory	4.00	6.00
Mishra's Foe (Summer Pic.)	6.00	10.00
Mishra's War Machine	4.00	6.00
Mishra's Workshop	10.00	18.00
Obelisk of Undoing	8.00	10.00
Omelet	2.25	3.00
Orkish Mechanics	40	1.00
Omithopter	40	1.00
Phyrexian Gremlins	1.50	2.50
Power Artifact	3.50	5.00
Powerleech	3.50	5.00
Priest of Yawgmooth	75	1.50
Primal Clay	3.50	5.00
Rock, The	1.25	2.00
Rokalite	2.25	3.00
Reconstruction	1.50	2.50
Reverse Polarity	1.50	2.50
Rocket Launcher	4.00	6.00
Sage of Lat-Nam	40	1.00
Shapeshifter	8.00	10.00
Shatterstorm	5.00	8.00
Staff of Zegon	40	1.00
Strip Mine	3.50	5.00
Strip Mine (Tower)	5.00	8.00
Su-Chi	3.25	4.00
Tablet of Epityr	15	50
Tawnos's Coffin	12.00	20.00
Tawnos's Wand	2.25	3.00
Tawnos's Weaponry	2.25	3.00
Tetravus	8.00	12.00
Titania's Song	4.00	6.00
Transmute Artifact	3.50	5.00
Triskelion	8.00	12.00
Urza's Avenger	8.00	12.00
Urza's Chalice	15	50
Urza's Mine	40	1.00
Urza's Miller	7.00	10.00
Urza's Power Plant	40	1.00
Urza's Tower	40	1.00
Wall of Spears	75	1.50
Weakstone	2.50	3.50
Xenic Pottergeist	2.50	3.50
Yawgmooth Demon	8.00	12.00

Yotian Soldier ..... 75 ..... 1.50

## LEGENDS

WIZARDS OF THE COAST: 1994

Full Set (310 cards) ..... \$1,100.00 ..... 1,400.00

Booster Pack (15 cards) ..... 25.00 ..... 30.00

Booster Box (36 packs) ..... 850.00 ..... 1,000.00

Name	Low	High
Abomination	3.50	5.00
Abyss, The	20.00	30.00
Acid Rain	15.00	20.00



## TOP TEN HOTTEST CARDS

## 5) Deflection

With Deflection, which allows you to choose another target for a targeted spell, not only are your opponent's cheeseballs less intimidating, but his Streams of Life become more attractive.

Active Volcano	40	1.00
Adum Oakenshield	10.00	15.00
Adventurers' Guildhouse	2.50	3.50
Akathi Berserker	4.00	6.00
Axling Leprechaun	40	1.00
Akron Legionnaire	5.00	8.00
All Hallow's Eve	25.00	35.00
Alabara's Carpet	10.00	15.00
Alabaster Potion	40	1.00
Alchor's Tomb	10.00	15.00
Amrau Kithkin	15	50
Angelic Voices	7.00	10.00
Angus Mackenzie	10.00	15.00
Anti-Magic Aura	2.25	3.00
Arboria	4.00	6.00
Arceades Sabbath	10.00	15.00
Arena of the Ancients	4.00	6.00
Avoid Fate	75	1.50
Axelrad Gunnarson	8.00	10.00
Aysha Tanaka	6.00	8.00
Azure Drake	3.00	5.00
Backdraft	3.50	5.00
Backfire	2.50	3.50
Barbary Apes	75	1.50
Barktooth Warbeard	3.50	5.00
Bartel Runeaxe	10.00	15.00
Beasts of Bogardan	3.00	5.00
Black Mana Battery	2.50	3.50
Blazing Effigy	40	1.00
Blight	2.50	3.50
Blood Lust	1.25	2.00
Blue Mana Battery	2.50	3.50
Boomerang	40	1.00
Bons Devilbion	8.00	12.00
Brine Hag	4.00	6.00
Bronze Horse	5.00	8.00
Brute, The	40	1.00
Camion Ants	12.00	18.00
Cat Warriors	40	1.00
Cathedral of Serra	2.50	3.50
Caverns of Despair	8.00	12.00
Chain Lightning	1.25	2.00
Chains of Mephistopheles	10.00	15.00
Chromium	12.00	18.00
Cleanse	12.00	18.00
Clergy of the Holy Nimbus	15	50
Cocoon	3.00	5.00
Concordant Crossroads	6.00	10.00
Cosmic Horror	7.00	10.00
Craw Giant	5.00	8.00
Crevasse	3.50	5.00

Crimson Kobolds	40	1.00
Crimson Manicore	6.00	8.00
Crookshank Kobolds	15	50
Cyclopean Mummy	15	50
Dakkon Blackblade	10.00	15.00
D'Avenant Archer	1.50	2.50
Darkness	75	1.50
Deadfall	3.25	4.00
Demonic Torment	4.00	6.00
Devouring Deep	40	1.00
Disharmony	8.00	12.00
Divine Intervention	8.00	12.00
Divine Offering	1.25	2.00
Divine Transformation	7.00	10.00
Dream Coat	4.00	6.00
Darkwood Boars	15	50
Dwarven Song	3.50	5.00
Elder Land Wurm	7.00	10.00
Elder Spawn	8.00	10.00
Elven Riders	6.00	8.00
Emerald Dragonfly	40	1.00
Enchanted Being	1.25	2.00
Enchantment Alteration	1.25	2.00
Energy Tap	15	50
Equinox	1.50	2.50
Eternal Warrior	1.25	2.00
Eureka	15.00	25.00
Evil Eye Orbs-By-Gore	5.00	8.00
Fallen Angel	4.00	6.00
Falling Star	10.00	15.00
Feint	1.25	2.00
Field of Dreams	10.00	15.00
Fire Sprites	75	1.50
Firestorm Phoenix	18.00	30.00
Flash Counter	75	1.50
Flash Flood	40	1.00
Floral Spuzzem	4.00	6.00
Force Spike	40	1.00
Forethought Amulet	10.00	15.00
Fortified Area	75	1.50
Frost Giant	4.00	6.00
Gabriel Angelina	5.00	8.00
Gaseous Form	15	50
Garguets of Chaos	6.00	8.00
Ghosts of the Damned	75	1.50
Giant Slug	40	1.00
Giant Strength	75	1.50
Giant Turtle	75	1.50
Glyph of Doom	75	1.50
Glyph of Delusion	75	1.50
Glyph of Destruction	75	1.50
Glyph of Life	15	50
Glyph of Reincarnation	75	1.50
Gosta Dirk	10.00	15.00
Gravity Sphere	15.00	25.00
Great Defender	3.50	5.00
Great Wall	3.25	4.00
Great Realm of Preservation	6.00	8.00
Greed	5.00	8.00
Green Mana Battery	2.50	3.50
Gwendlyn Di Corei	12.00	15.00
Halfdane	8.00	12.00
Hammerheim	4.00	6.00
Hazezon Tamar	12.00	20.00
Headless Horseman	15	50
Heaven's Gate	3.50	5.00
Hell Swarm	75	1.50
Hell's Caretaker	8.00	12.00
Hellfire	15.00	20.00
Holy Day	1.25	2.00
Horn of Deafening	5.00	8.00
Hornet Cobra	75	1.50
Horror of Horrors	4.00	6.00
Hunding Gjornersen	3.50	5.00
Hyperion Blacksmith	3.50	5.00
Ikhneumon Druid	4.00	6.00
Immolation	75	1.50
Imprison	8.00	12.00
In the Eye of Chaos	10.00	15.00
Indestructible Aura	40	1.00
Infernal Medusa	5.00	8.00
Infinite Authority	10.00	15.00
Invoke Prejudice	12.00	18.00
Ivory Guardians	2.00	3.00
Jacques le Vert	10.00	15.00
Jasmine Boreal	4.00	6.00
Jedri Ojanen	4.00	6.00
Jerrard of the Closed Fist	4.00	6.00
Johan	6.00	8.00
Javali Evil	10.00	15.00
Juxtapose	5.00	8.00
Krakas	3.50	5.00
Kasmeer the Lone Wolf	4.00	6.00
Keepers of the Faith	40	1.00

Kai Takahashi	4.00	6.00
Killer Bees	10.00	15.00
Kismet	6.00	8.00
Knowledge Vault	8.00	10.00
Kobold Drill Sergeant	6.00	8.00
Kobold Overlord	10.00	15.00
Kobold Taskmaster	5.00	8.00
Kobolds of Kher Keep	15	50
Kry Shield	3.50	5.00
Lady Caleria	10.00	15.00
Lady Evangela	10.00	15.00
Lady of the Mountain, The	4.00	6.00
Lady Orca	3.25	4.00
Land Equilibrium	10.00	15.00
Land Tax	5.00	8.00
Land's Edge	6.00	8.00
Lesser Werewolf	5.00	8.00
Life Chisel	4.00	6.00
Life Matrix	10.00	15.00
Lifeblood	12.00	18.00
Living Plane	12.00	18.00
Livonya Silane	10.00	15.00
Lord Magnus	4.00	6.00
Last Soul	15	50
Mana Drain	18.00	25.00
Mana Matrix	10.00	15.00
Marble Priest	3.50	5.00
Marhaunt Elsdragon	2.50	3.50
Master of the Hunt	18.00	25.00
Minor Universe	45.00	70.00
Moat	20.00	30.00
Mold Demon	8.00	12.00
Moss Monster	75	1.50
Mountain Stronghold	2.25	3.00
Mountain Yeti	40	1.00
Nebuchadnezzar	8.00	12.00
Nether Void	12.00	18.00
Nicol Bolos	10.00	15.00
North Star	12.00	15.00
Nova Pentacle	10.00	15.00
Oasi Vultures	15	50
Palladia-Mors	10.00	15.00
Part Water	3.50	5.00
Pavel Malki	4.00	6.00
Pendelhaven	3.50	5.00
Petra Sphinx	5.00	8.00
Pit Scorpion	15	50
Pixie Queen	10.00	15.00
Planar Gate	10.00	15.00
Pradesh Gypsies	40	1.00
Presence of the Master	4.00	6.00
Primordial Ooze	2.50	3.50
Princess Lucrezia	4.00	6.00
Psionic Entity	7.00	10.00
Psychic Purge	1.50	2.00
Puppet Master	2.50	3.50
Pyrotechnics	75	1.50
Quagmire	3.50	4.50
Quarum French Gnomes	8.00	12.00
Rabid Wombat	4.00	6.00
Radian Spirit	3.50	5.00
Raging Bull	40	1.00
Ragnar	10.00	15.00
Rapid Fire	8.00	12.00
Ramirez DePietro	4.00	6.00
Ramses Overdark	10.00	15.00
Rasputin Dreamweaver	10.00	15.00
Rebirth	4.00	6.00
Recall	7.00	10.00
Red Mana Battery	2.50	3.50
Reincarnation	3.50	5.00
Relic Barrier	4.00	6.00
Relic Bind	3.25	4.00
Remove Enchantments	1.25	2.00
Remove Soul	40	1.00
Reset	5.00	8.00
Revelation	6.00	8.00
Reverberation	10.00	15.00
Righteous Avengers	4.00	6.00
Ring of Immortals	10.00	15.00
Riven Turnbull	4.00	6.00
Rohgahh of Kher Keep	12.00	18.00
Rubinix Soulsinger	8.00	10.00
Rust	75	1.50
Sea King's Blessing	3.50	5.00
Seafarer's Quay	2.25	3.00
Seeker	1.00	2.00
Segovian Leviathan	2.50	3.50
Sentinel	5.00	8.00
Serpent Generator	8.00	10.00
Shelkin Brownie	75	1.50
Shield Wall	2.00	3.00
Shimion Night Stalker	2.50	3.50
Silhouette	3.50	5.00



ARTIFACT

BLACK

BLUE

GOLD

GREEN

RED

WHITE

LAND



Sir Shandalar of Eberyn	4.00	6.00
Siviti Scrazam	3.25	4.00
Sol'kaner Swamp King	8.00	10.00
Spectral Cloak	7.00	10.00
Spinal Villain	12.00	18.00
Spirit Link	7.00	10.00
Spirit Shackles	7.50	1.50
Spiritual Sanctuary	8.00	12.00
Stang	5.00	8.00
Storm Seeker	5.00	7.00
Storm World	8.00	12.00
Subdue	1.00	2.00
Sunastian Falconer	4.00	6.00
Sword of the Ages	20.00	30.00
Syphon Soul	7.50	1.50
Sylvan Library	4.00	6.00
Sylvan Paradise	3.50	5.00
Tabernacle of Pendrell Vale	10.00	18.00
Taklemoggot	3.00	5.00
Telekinesis	10.00	18.00
Teleport	4.00	6.00
Tempest Ereet	5.00	8.00
Tetsuo Umezawa	12.00	18.00
Thunder Spirit	15.00	25.00
Time Elemental	10.00	15.00
Tobias Andrian	3.00	5.00
Talaria	3.50	5.00
Tar Wauki	3.00	5.00
Torsten Van Ursus	4.00	6.00
Touch of Darkness	3.50	5.00
Transmutation	4.00	1.00
Triassic Egg	5.00	8.00
Tuknir Deathlock	8.00	12.00
Tundra Wolves	7.50	1.50
Typhoon	8.00	12.00
Undertow	3.25	4.00
Underworld Dreams	12.00	18.00
Unholy Citadel	2.25	3.00
Untamed Wilds	2.25	3.00
Urborg	3.50	5.00
Ur-Drago	8.00	12.00
Vaevictis Asmodi	10.00	15.00
Vampire Bats	3.50	7.50
Venarian Gold	7.50	1.50
Visions	3.25	4.00
Voodoo Doll	6.00	10.00
Walking Dead	7.50	1.50
Wall of Caltraps	7.50	1.50
Wall of Dust	3.25	4.00
Wall of Earth	7.50	1.50
Wall of Heat	4.00	1.00
Wall of Light	3.50	5.00
Wall of Opposition	3.25	4.00
Wall of Putrid Flesh	3.50	5.00
Wall of Shadows	4.00	1.00



#### TOP TEN HOTTEST CARDS

##### 4) Autumn Willow

Such a delicate creature—not. This little lady not only packs an impressive 4/4 punch, but you can't cast diddy on her... that is, unless she's yours and it's to your benefit.

Wall of Tombstones	3.25	4.00
Wall of Vapor	4.00	1.00
Wall of Wonder	2.25	3.00
Whirling Dervish	5.00	8.00
White Mana Battery	2.50	3.50
Willow Satyr	10.00	15.00
Winds of Change	4.00	6.00
Winter Blast	7.00	10.00
Wolverine Pack	1.00	2.00

Wood Elemental	8.00	12.00
Wretched, The	10.00	15.00
Xira Arien	8.00	12.00
Zephyr Falcon	7.50	1.50

## THE DARK

### WIZARDS OF THE COAST-1994

Full Set (119 cards)	\$150.00	250.00
Booster Pack (8 cards)	4.00	6.00
Booster Box (60 packs)	240.00	325.00

Name	Low	High
Amnesia	3.25	4.00
Angry Mob	3.25	5.00
Apprentice Wizard	7.50	1.50
Ashes to Ashes	1.50	4.00
Bolt Lightning	8.00	12.00
Banshee	1.50	2.50
Bar's Cages	4.00	6.00
Blood Moon	6.00	8.00
Blood of the Martyr	2.25	3.00
Bog Imp	1.50	4.00
Bog Rats	1.50	4.00
Bone Flute	1.25	2.00
Book of Rass	2.25	3.00
Brainwash	1.50	4.00
Brothers of Fire	1.25	2.00
Carnivorous Plant	1.50	4.00
Cave People	2.25	3.00
City of Shadows	4.00	6.00
Cleansing	5.00	8.00
Coal Golem	2.25	3.00
Curse Artifact	2.25	3.00
Dance of Many	3.50	5.00
Dark Heart of the Wood	1.50	4.00
Dark Sphere	3.50	5.00
Deep Water	1.50	4.00
Diabolic Machine	2.25	3.00
Drowned	1.50	4.00
Dust to Dust	1.50	4.00
Eater of the Dead	4.00	6.00
Electric Fel	1.50	2.50
Elves of Deep Shadow	2.50	3.50
Erosion	1.50	4.00
Eternal Flame	3.50	5.00
Exorcist	6.00	10.00
Fallen, The	1.50	2.50
Fasting	1.50	2.50
Fellwar Stone	2.50	3.50
Festival	1.50	4.00
Fire and Brimstone	2.25	3.00
Fire Drake	1.50	2.50
Fissure	1.50	4.00
Flood	7.50	1.50
Fountain of Youth	1.50	2.50
Frankenstein's Monster	8.00	12.00
Gaea's Touch	7.50	1.50
Ghost Ship	1.50	4.00
Giant Shark	1.50	4.00
Goblin Caves	1.50	4.00
Goblin Digging Team	1.50	4.00
Goblin Hero	1.50	4.00
Goblin Rock Sled	1.50	4.00
Goblin Shrine	1.50	4.00
Goblin Wizard	6.00	8.00
Goblins of the Flarg	1.50	4.00
Grave Robbers	5.00	8.00
Hidden Path	5.00	8.00
Holy Light	1.50	4.00
Inferno	4.00	6.00
Inquisition	1.50	4.00
Knights of Thorn	6.00	10.00
Land Leeches	1.50	4.00
Leviathan	5.00	8.00
Living Armor	1.50	2.50
Lunker	4.00	6.00
Mana Clash	3.50	5.00
Mana Vortex	5.00	8.00
Marsh Gas	1.50	4.00
Marsh Goblins	1.50	4.00
Marsh Viper	1.50	4.00
Martyr's Cry	5.00	8.00
Maze of Ith	6.00	10.00
Merfolk Assassin	4.00	6.00
Mind Bomb	3.25	4.00
Miracle Worker	1.50	4.00
Morale	1.50	4.00
Murk Dwellers	1.50	4.00
Nameless Race	4.00	6.00
Necropolis	1.50	2.50
Niall Silvain	4.00	6.00
Orc General	2.50	3.50
People of the Woods	3.25	4.00
Pikemen	1.50	4.00

Poacher	10.00	15.00
Psychic Allergy	4.00	6.00
Rag Man	4.00	6.00
Reflecting Mirror	3.50	5.00
Ripidae	1.50	4.00
Runesword	1.50	2.50
Safe Haven	3.25	4.00
Savaen Elves	1.50	4.00
Scorecrow	3.50	5.00
Scarwood Bandits	5.00	8.00
Scarwood Goblins	1.50	4.00
Scarwood Hag	2.50	3.50
Scavenger Folk	1.50	4.00
Season of the Witch	5.00	8.00
Sisters of the Flame	7.50	1.50
Skull of Ozm	4.00	6.00
Sorrow's Path	3.25	4.00
Spitting Slug	1.50	2.50
Squire	1.50	4.00
Standing Stones	3.25	4.00
Stone Calendar	6.00	8.00
Sunken City	1.50	4.00
Tangle Kelp	1.50	2.50
Tvadai's Crusade	1.50	2.50
Torwood's Crypt	1.50	2.50
Tower of Coireall	1.50	2.50
Tracker	6.00	8.00
Uncle Ithan	1.50	2.50
Venom	1.50	4.00
Wand of Ith	3.25	4.00
War Barge	3.50	5.00
Water Wurm	1.50	4.00
Whippoorwill	2.50	3.50
Witch Hunter	5.00	8.00
Word of Binding	1.50	4.00
Worms of the Earth	5.00	8.00
Wormwood Treefolk	5.00	8.00

## FALLEN EMPIRES

### WIZARDS OF THE COAST-1994

Full Set (187 cards)	\$45.00	60.00
Booster Pack (8 cards)	7.50	1.25
Booster Box (60 packs)	40.00	55.00

Name	Low	High
Acidpelt	1.25	2.00
Armor Thrull	1.00	4.00
Balm of Restoration	1.25	2.00
Basil Thrull	1.00	4.00
Bottomless Vault	3.25	4.00
Brassclaw Orcs	1.00	4.00
Breeding Pit	1.50	2.50
Combat Medic	1.00	4.00
Conch Horn	7.50	1.50
Deep Spawn	5.00	1.25
Delir's Cone	1.00	4.00
Delir's Cube	7.50	1.50
Dereler	1.25	2.00
Dragonian Cylx	2.25	3.00
Dwarven Armorer	2.25	3.00
Dwarven Catapult	5.00	1.25
Dwarven Hold	2.50	3.50
Dwarven Lieutenant	5.00	1.25
Dwarven Ruins	5.00	1.25
Dwarven Soldier	1.00	4.00
Ebon Praetor	3.50	5.00
Ebon Stronghold	7.50	1.50
Elven Fortress	1.00	4.00
Elvish Farmer	2.25	3.00
Elvish Hunter	1.00	4.00
Elven Lyre	7.50	1.50
Elvish Scout	1.00	4.00
Farrel's Mantle	5.00	1.25
Farrel's Zealot	1.00	4.00
Farrelite Priest	1.00	4.00
Feral Thrull	1.25	2.00
Fungal Bloom	3.50	5.00
Goblin Chirurgeon	1.00	4.00
Goblin Flotilla	2.25	3.00
Goblin Grenade	1.00	4.00
Goblin Kites	5.00	1.25
Goblin War Drums	1.00	4.00
Goblin Warrens	2.50	3.50
Hand of Justice	4.00	6.00
Havenwood Battleground	7.50	1.50
Heracism	5.00	1.25
High Tide	1.00	4.00
Hollow Trees	3.25	4.00
Homarid	1.00	4.00
Homarid Shaman	2.25	3.00
Homarid Spawning Bed	5.00	1.25
Homarid Warrior	1.00	4.00
Hymn to Touroch	1.00	4.00
Icatian Infantry	1.00	4.00

Icatian Javelineers	1.00	4.00
Icatian Lieutenant	2.25	3.00
Icatian Moneychanger	1.00	4.00
Icatian Phalanx	5.00	1.25
Icatian Priest	5.00	1.25
Icatian Scout	1.00	4.00
Icatian Skirmishers	3.25	4.00
Icatian Store	3.25	4.00
Icatian Town	3.50	5.00
Implements of Sacrifice	1.25	2.00
Initiates of the Ebon Hand	1.00	4.00
Marseine	1.00	4.00
Mindstab Thrull	1.00	4.00
Necrite	1.00	4.00
Night Soil	1.00	4.00
Orchid Captain	5.00	1.25
Orchid Spy	1.00	4.00
Orchid Veteran	1.00	4.00
Order of Leithur	1.00	4.00
Order of the Ebon Hand	1.00	4.00
Orgg	2.25	3.00
Raiding Party	5.00	1.25
Rainbow Vale	3.75	4.00
Ring of Renewal	2.25	3.00
River Marfolk	2.25	3.00
Ruins of Trokair	7.50	1.50
Sand Silos	2.50	3.50
Seasinger	1.50	2.50
Soul Exchange	7.50	1.50
Spirit Shield	2.25	3.00
Spoil Cloud	1.00	4.00
Spoil Flower	5.00	1.25
Syrelunite Priest	5.00	1.25
Syrelunite Temple	5.00	1.25
Thallid	1.00	4.00
Thallid Devourer	5.00	1.25
Thelon's Chant	7.50	1.50
Thelon's Curse	2.25	3.00
Thelonite Druid	5.00	1.25
Thelonite Monk	2.25	3.00
Thorn Thrallid	1.00	4.00
Thrull Champion	3.50	5.00
Thrull Retainer	5.00	1.25
Thrull Wizard	5.00	1.25
Tidal Flots	1.00	4.00
Tidal Influence	1.00	4.00
Touroch's Chant	1.00	4.00
Touroch's Gate	2.25	3.00
Vodalian Knights	3.50	5.00
Vodalian Mage	1.00	4.00
Vodalian Soldiers	1.00	4.00
Vodalian War Machine	2.50	3.50
Zelyon Sword	2.25	3.00

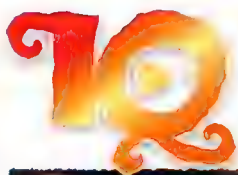
## ICE AGE

### WIZARDS OF THE COAST-1995

Full Set (383 cards)	\$375.00	450.00
Starter Deck (60 cards)	10.00	18.00
Starter Box (10 decks)	90.00	170.00
Booster Pack (15 cards)	2.50	3.50
Booster Box (36 packs)	90.00	125.00

Name	Low	High
Abyssal Specter	2.00	3.00
Adark Sentinel	2.50	3.50
Adark Unicorn	1.50	4.00
Adark Wastes	4.00	6.00
Aegis of the Meek	4.00	6.00
Aggression	2.25	3.00
Altar of Bone	4.00	6.00
Amulet of Quaoz	3.50	5.00
Anarchy	2.50	3.50
Arctic Foxes	1.50	4.00
Arum's Sleigh	1.50	2.50
Arum's Weatherwane	2.00	3.00
Arum's Whistle	2.00	3.00
Arenson's Aura	1.50	4.00
Armor of Faith	1.50	4.00
Amjot's Ascent	1.50	4.00
Ashen Ghoul	1.50	2.50
Aurochs	1.50	4.00
Avalanche	2.25	3.00
Baldurian Barbarians	1.50	4.00
Baldurian Bears	1.50	4.00
Baldurian Conjurer	1.50	2.50
Baldurian Hydra	7.00	9.00
Baldurian Shaman	1.50	4.00
Barbarian Guides	1.50	4.00
Barbed Sextant	1.50	4.00
Baton of Morale	2.00	3.00
Battle Cry	1.50	2.50
Battle Frenzy	1.50	4.00
Binding Grasp	2.50	3.50
Black Scarab	1.50	2.50





## price guide

□ Blessed Wine	15	40
□ Blinking Spirit	6.00	8.00
■ Blizzard	4.00	6.00
□ Blue Scarab	1.50	2.50
■ Bone Shaman	15	40
■ Brainstorm	15	40
■ Brand of Ill Omen	5.00	8.00
■ Breath of Dreams	1.50	2.50
■ Brine Shaman	15	40
■ Brown Ouphe	15	40
■ Brushland	4.00	6.00
■ Burnt Offering	15	40
□ Call to Arms	6.00	8.00
■ Caribou Range	5.00	8.00
■ Celestial Sword	4.00	6.00
■ Centaur Archer	2.00	3.00
■ Chaos Lord	5.00	8.00
■ Chaos Moon	5.00	8.00
■ Chromatic Armor	5.00	8.00
■ Chub Toad	15	40
□ Circle of Protection: Black	15	40
□ Circle of Protection: Blue	15	40
□ Circle of Protection: Green	15	40
□ Circle of Protection: Red	15	40
□ Circle of Protection: White	15	40
■ Clairvoyance	15	40
■ Cloak of Confusion	15	40
■ Cold Snap	2.50	3.50
■ Conquer	2.50	3.00
■ Cooperation	15	40
■ Counterspell	15	40
■ Crown of the Ages	6.00	9.00
■ Curse of Mait Lage	6.00	8.00
■ Dance of the Dead	2.25	3.00
■ Dark Banishing	15	40
■ Dark Ritual	15	40
■ Death Ward	15	40
■ Deflection	10.00	15.00
■ Demonic Consultation	2.25	3.00
■ Despot's Scepter	4.00	6.00
■ Diabolic Vision	2.25	3.00
■ Dire Wolves	15	40
■ Disenchant	15	40
■ Dread Wight	5.00	7.00
■ Dreams of the Dead	1.50	2.50
■ Drift of the Dead	2.00	3.00
■ Drought	2.50	3.50
■ Dwarven Army	5.00	8.00
■ Earthlink	5.00	7.00
■ Earthlore	15	40
■ Elder Druid	4.00	6.00
■ Elemental Augury	5.00	8.00
■ Elkin Bottle	4.00	6.00
■ Elish Healer	15	40
■ Enduring Renewal	7.00	10.00
■ Energy Storm	7.00	10.00
■ Enervate	15	40
■ Errant Minion	15	40
■ Erantry	15	40
■ Essence Filter	15	40
■ Essence Flare	15	40
■ Essence Vortex	2.00	3.00
■ Fanatical Fever	2.50	3.50
■ Fear	15	40
■ Fiery Justice	5.00	7.00
■ Fire Covenant	2.00	3.00
■ Flame Spirit	2.00	3.00
■ Flare	15	40
■ Flooded Woodlands	5.00	7.00
■ Flow of Maggots	5.00	7.00
■ Folk of the Pines	15	40
■ Forbidden Lore	4.00	6.00
■ Force Void	1.50	2.50
■ Forest	05	10
■ Forgotten Lore	2.00	3.00
■ Formation	5.00	8.00
■ Foul Familiar	15	40
■ Foxfire	15	40
■ Freyalise's Supplicant	1.50	2.50
■ Freyalise's Charm	1.50	2.50
■ Freyalise's Winds	5.00	7.00
■ Fumarelle	2.25	3.00
■ Fylgia	15	40
■ Fyndhorn Bow	2.25	3.00

■ Fyndhorn Brownie	15	40
■ Fyndhorn Elder	2.50	3.50
■ Fyndhorn Elves	15	40
■ Fyndhorn Pollen	4.00	6.00
■ Game of Chaos	5.00	7.00
■ Gangrenous Zombies	15	40
■ Gaze of Pain	15	40



## TOP TEN HOTTEST CARDS

## 3) Baron Sengir

Dashing, cruel, evil, but most importantly—powerful. That's Baron Sengir for ya. Our 5/5 overlord can suck a +2/+2 bonus out of every critter he so much as helps into the grave, and can raise his vampire brothers as well. Anne Rice, eat your heart out!

□ General Jarkeld	6.00	8.00
■ Ghostly Flame	6.00	9.00
■ Giant Growth	15	40
■ Giant Trap Door Spider	2.00	3.00
■ Glacial Chasm	2.00	3.00
■ Glacial Crevasses	4.00	6.00
■ Glacial Wall	1.50	2.50
■ Glaciers	4.00	6.00
■ Goblin Lyle	4.00	6.00
■ Goblin Mutant	2.25	3.00
■ Goblin Sappers	15	40
■ Goblin Ski Patrol	15	40
■ Goblin Snowman	2.00	3.00
■ Gorilla Pack	15	40
■ Gravebind	4.00	6.00
■ Green Scarab	1.50	2.50
■ Grizzled Wolverine	15	40
■ Hallowed Ground	2.00	3.00
■ Halls of Mist	5.00	8.00
■ Heal	15	40
■ Hecatomb	7.00	10.00
■ Hematite Talisman	1.50	2.50
■ Hipparian	1.50	2.50
■ Hoar Shade	15	40
■ Hot Springs	4.00	6.00
■ Howl from Beyond	15	40
■ Hurricane	1.50	2.50
■ Hydrolith	2.00	3.00
■ Hydroblast	15	40
■ Hymn of Rebirth	2.50	3.50
■ Ice Berg	2.50	3.50
■ Ice Cauldron	5.00	8.00
■ Ice Floe	2.50	4.00
■ Icequake	2.50	3.50
■ Icy Manipulator	8.00	15.00
■ Icy Prison	5.00	7.00
■ Illusionary Forces	15	40
■ Illusionary Presence	4.00	6.00
■ Illusionary Terrain	2.25	3.00
■ Illusionary Wall	15	40
■ Illusions of Grandeur	6.00	8.00
■ Imposing Visage	15	40
■ Incinerate	15	40
■ Infernal Darkness	6.00	8.00
■ Infernal Denizen	6.00	8.00
■ Infinite Hourglass	5.00	7.00
■ Infuse	15	40
■ Island	05	10
■ Jester's Cap	18.00	30.00
■ Jester's Mask	12.00	20.00
■ Jeweled Amulet	2.50	3.50
■ Jothull Wurm	2.00	3.00
■ Jokulhauks	6.00	9.00
■ Juniper Order Druid	15	40
■ Justice	2.50	3.50
■ Karplusan Forest	5.00	7.00
■ Karplusan Giant	2.50	3.50



## TOP TEN HOTTEST CARDS

## 2) Dual Lands

We're still not sure it's fair to mention 10 cards as one entry in the Top Ten, but heck—think about what they do! One dual land gives you one mana of either of two colors, no untap delay, no damage, no nothing. Clean and simple.

□ Kjeldoran Phoenix	5.00	7.00
□ Kjeldoran Royal Guard	6.00	8.00
□ Kjeldoran Skycaptain	2.25	3.00
□ Kjeldoran Skyknight	15	40
□ Kjeldoran Wizard	15	40
■ Knights of Stromgold	2.25	3.00
■ Kraviken Elementalist	2.25	3.00
■ Kraviken Fetish	15	40
■ Kraviken Sorcerer	15	40
■ Kraviken Vampire	3.50	5.00
■ Land Cap	4.00	6.00
■ Lapis Lazuli Talisman	1.50	2.50
■ Lava Burst	15	40
■ Lava Tubes	5.00	7.00
■ Legion of Lim-Dul	15	40
■ Leshrac's Rite	1.50	2.50
■ Leshrac's Sigil	1.50	2.50
■ Lhurgoyf	6.00	10.00
■ Lim-Dul's Cohort	15	40
■ Lim-Dul's Hex	2.25	3.00
■ Lightning Blow	4.00	6.00
■ Lost Order of Jarkeld	6.00	8.00
■ Lure	1.50	2.50
■ Maddening Wind	1.50	2.50
■ Magus of the Unseen	6.00	10.00
■ Malachite Talisman	1.50	2.50
■ Marion Stromgold	10.00	15.00
■ Melee	1.50	2.50
■ Melting	1.50	2.50
■ Mercenaries	4.00	6.00
■ Merike Ri Benit	5.00	7.00
■ Mesmeric Trance	4.00	6.00
■ Meteor Shower	15	40
■ Mind Ravel	15	40
■ Mind Warp	2.00	3.00
■ Mind Whip	4.00	6.00
■ Minion of Leshrac	8.00	10.00
■ Minion of Tesh Szat	6.00	8.00
■ Misthalk	15	40
■ Mole Worms	2.25	3.00
■ Monsoon	4.00	6.00
■ Moor Friend	15	40
■ Mountain	05	10
■ Mountain Goat	15	40
■ Mountain Titan	5.00	7.00
■ Mudslide	5.00	7.00
■ Musician	5.00	8.00
■ Mystic Night	4.00	6.00
■ Mystic Remora	15	40
■ Naere Talisman	1.50	2.50
■ Naked Singularity	5.00	7.00
■ Nature's Lore	1.50	2.50
■ Necropotence	5.00	7.00
■ Nemitt	15	40
■ Oath of Lim-Dul	4.00	6.00
■ Onyx Talisman	1.50	2.50
■ Orkish Cannoneers	1.50	2.50

■ Orkish Conscripts	15	40
■ Orkish Farmer	15	40
■ Orkish Healer	2.00	3.00
■ Orkish Librarian	4.00	6.00
■ Orkish Lumberjack	15	40
■ Orkish Squatters	4.00	6.00
□ Order of the Sacred Torch	6.00	8.00
□ Order of the White Shield	2.00	3.00
■ Pale Bears	3.50	5.00
■ Panic	15	40
■ Pentagram of the Ages	7.00	10.00
■ Pestilence Rats	15	40
■ Phantasmal Mount	2.50	3.50
■ Pit Trap	2.25	3.00
■ Plains	05	10
■ Polar Kraken	7.00	12.00
■ Portent	15	40
■ Power Sink	15	40
■ Pax	4.00	6.00
□ Prismatic Ward	15	40
■ Pygmy Alligator	4.00	6.00
■ Pykrite	15	40
■ Pyroblast	15	40
■ Pyroclasm	3.25	4.00
□ Rally	15	40
■ Ray of Command	15	40
■ Ray of Erasure	15	40
■ Reality Twist	6.00	9.00
■ Reclamation	4.00	6.00
□ Red Scarab	1.50	2.50
■ Regeneration	15	40
■ Rime Dryad	15	40
■ Ritual of Subdual	5.00	8.00
■ River Delta	4.00	6.00
■ Rusted Arch	5.00	8.00
■ Sabretooth Tiger	15	40
□ Sacred Boon	2.25	3.00
■ Scaled Wurm	15	40
■ Sea Spirit	2.25	3.00
■ Seizures	15	40
□ Seraph	10.00	15.00
■ Shambling Snider	15	40
■ Shatter	15	40
□ Shield Bearer	15	40
■ Shield of the Ages	2.25	3.00
■ Shift	5.00	8.00
■ Silithint Spirit	6.00	8.00
■ Silver Eye	2.00	3.00
■ Skeleton Ship	6.00	8.00
■ Skull Catapult	2.00	3.00
■ Sleight of Mind	2.50	3.00
■ Snow-Covered Forest	15	40
■ Snow-Covered Island	15	40
■ Snow-Covered Mountain	15	40
■ Snow-Covered Plains	15	40
■ Snow-Covered Swamp	15	40
■ Snow Devil	15	40
■ Snow Fortress	5.00	8.00
■ Snow Hound	2.00	3.00
■ Snowblind	4.00	6.00
■ Snowfall	15	40
■ Soldevi Golem	5.00	7.00
■ Soldevi Machinist	1.50	2.50
■ Soldevi Simulacrum	2.00	3.00
■ Songs of the Damned	15	40
■ Soul Barrier	2.00	3.00
■ Soul Burn	15	40
■ Soul Kiss	15	40
■ Spectral Shield	2.00	3.00
■ Spoils of Evil	4.00	6.00
■ Spoils of War	5.00	8.00
■ Staff of the Ages	4.00	6.00
■ Stampede	5.00	8.00
■ Stench of Evil	2.50	3.50
■ Stone Rain	15	40
■ Stone Spirit	2.00	3.00
■ Stonehands	15	40
■ Storm Spirit	5.00	7.00
■ Stormbind	5.00	7.00
■ Stromgold Cabal	4.00	6.00
■ Stunted Growth	4.00	6.00
■ Sulfurous Springs	4.00	6.00
■ Sunstone	1.50	2.50
■ Swamp	05	10
■ Swords to Plowshares	1.50	2.50
■ Tarpan	15	40
■ Thermokaist	2.25	3.00
■ Thoughtleech	2.25	3.00
■ Thunder Wall	2.50	3.50
■ Timberline Ridge	4.00	6.00
■ Time Bomb	5.00	7.00
■ Tinder Wall	15	40
■ Tor Giant	15	40
■ Total War	4.00	6.00





Touch of Death	15	40
Touch of Viole	2.00	3.00
Trailblazer	4.00	6.00
Underground River	4.00	6.00
Uproft	1.50	2.50
Urza's Bauble	1.50	2.50
Veldt	4.00	6.00
Venomous Breath	2.00	3.00
Vertigo	2.00	3.00
Vexing Aronix	5.00	8.00
Vibrating Sphere	3.50	5.00
Walking Wall	3.25	4.00
Wall of Lava	2.00	3.00
Wall of Pine Needles	2.00	3.00
Wall of Shields	2.00	3.00
War Chant	2.25	3.00
Warning	1.15	4.00
Whalebone Glider	2.00	3.00
White Scarab	1.50	2.50
Whiteout	2.25	3.00
Wild Growth	1.15	4.00
Wind Spirit	2.25	3.00
Wings of Aesthir	2.25	3.00
Winter's Chill	5.00	7.00
Withering Wisp	1.50	2.50
Witigo	6.00	8.00
Woolly Mammoths	1.15	4.00
Woolly Spider	1.15	4.00
Word of Blasting	2.00	3.00
Word of Undoing	1.15	4.00
Wrath of Marit Lage	4.00	6.00
Yavimaya Gnats	2.50	3.50
Zur's Weiriding	5.00	7.00
Zuran Enchanter	1.15	4.00
Zuran Orb	3.00	5.00
Zuran Spellcaster	1.15	4.00

## CHRONICLES

WIZARDS OF THE COAST: 1995

Full Set (125 cards)	\$70.00	100.00
Booster Pack (12 cards)	1.75	3.00
Booster Box (45 packs)	75.00	125.00

Name	Low	High
Abu Ja'far	1.50	2.50
Active Veltano	1.15	4.00
Akron Legionnaire	3.00	5.00
Aladdin	4.00	6.00
Angelic Voices	3.50	5.00
Arcades Sabbath	5.00	8.00
Arena of the Ancients	3.00	5.00
Argothian Pixies	1.15	4.00
Ashtod's Altar	2.25	7.50
Ashtod's Transmogrator	2.25	7.50
Axelrod Gunnarson	3.00	5.00
Ayesha Tanaka	2.00	3.00
Azure Drake	1.00	2.00
Banshee	2.25	7.50
Barf's Cage	1.50	2.50
Beasts of Bogadon	1.00	2.00
Blood of the Martyr	2.25	7.50
Blood Moon	4.00	6.00
Bog Rats	1.15	4.00
Book of Rass	1.50	2.50
Boomerang	1.15	4.00
Bronze Horse	2.00	3.00
Cat Warriors	1.15	4.00
Chromium	5.00	7.00
City of Brass	5.00	8.00
Cocoon	1.00	2.00
Concordant Crossroads	4.00	6.00
Crow Giant	2.00	4.00
Cuomajj Witches	1.15	4.00
Cyclone	2.00	4.00
D'Avant Archer	2.25	7.50
Dakkon Blackblade	5.00	8.00
Dance of Many	2.00	3.00
Dandon	1.15	4.00
Divine Offering	2.25	7.50
Emerald Dragonfly	1.15	4.00
Enchantment Alteration	2.25	7.50
Ertan Djinn	3.00	5.00
Fallen, The	1.00	2.00
Fallen Angel	2.00	3.00
Feldan's Cane	2.25	7.50
Fire Drake	1.00	2.00
Fishliver Oil	1.15	4.00
Flash Flood	1.15	4.00
Fountain of Youth	2.25	7.50
Gabriel Angelfire	4.00	6.00
Gauntlets of Chaos	4.00	6.00
Ghazban Ogre	1.15	4.00
Giant Slug	1.15	4.00
Goblin Artisans	2.25	7.50



## TOP TEN HOTTEST CARDS

### 1) Jester's Cap

This guy may be a Jester, but he's no fool! For just six mana (four to get out and two to use), he becomes a clutch card par excellence! They better make a new clutch card or this guy's head is gonna swell and bust his cap.

Goblin Digging Team	1.15	4.00
Goblin Shrine	1.15	4.00
Goblins of the Flarg	1.15	4.00
Hasran Ogress	1.15	4.00
Hell's Caretaker	5.00	8.00
Horn of Deafening	2.50	4.00
Indestructible Aura	1.15	4.00
Ivory Guardians	7.50	1.50
Jalum Tome	1.50	2.50
Jeweled Bird	1.50	2.50
Johan	5.00	7.00
Juxtapose	2.50	3.50
Keepers of the Faith	1.15	4.00
Kei Takahashi	7.50	1.50
Land's Edge	4.00	6.00
Living Armor	7.50	1.50
Marahut Elsdragon	1.00	2.00
Metamorphosis	1.15	4.00
Mountain Yeti	1.15	4.00
Nebuchadnezzar	4.00	6.00
Nicol Bolas	5.00	8.00
Obelisk of Undoing	3.50	5.00
Palladia-Mors	5.00	8.00
Petra Sphinx	2.50	4.00
Primordial Ooze	1.00	2.00
Puppet Master	1.00	2.00
Rabid Wombat	2.00	3.00
Rakalite	1.50	2.50
Recall	3.50	5.00
Remove Soul	1.15	4.00
Repentant Blacksmith	1.15	4.00
Revelation	3.00	4.00
Rubina Soulsinger	4.00	6.00
Runesword	2.25	7.50
Safe Haven	1.50	2.50
Scavenger Folk	1.15	4.00
Sentinel	3.00	4.00
Serpent Generator	4.00	6.00
Shield Wall	7.50	1.50
Shirman Night Stalker	2.00	3.00
Sivriti Scorpion	7.50	1.50
Sal'konar the Swamp King	5.00	7.00
Stang	3.50	5.00
Storm Seeker	1.50	2.50
Takklemoggot	1.50	2.50
Teleport	2.00	4.00
Tobias Andrian	7.50	1.50
Tor Wauki	7.50	1.50
Tormod's Crypt	2.25	7.50
Transmutation	1.15	4.00
Triassic Egg	3.00	4.00
Urza's Mine (4 versions)	1.15	4.00
Urza's Power Plant (4 ver.)	1.15	4.00
Urza's Tower (4 versions)	1.15	4.00
Vaeivichs Asmadi	6.00	8.00
Voodoo Doll	3.00	4.00
Wall of Heat	1.15	4.00
Wall of Opposition	1.00	2.00
Wall of Shadows	1.15	4.00
Wall of Vapor	1.15	4.00
Wall of Wonder	1.00	2.00
War Elephant	1.15	4.00
Witch Hunter	2.00	3.00
Wretched, The	5.00	7.00
Xira Arien	3.00	4.00

Yawgmoth Demon	3.50	5.00
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## HOMELANDS

WIZARDS OF THE COAST: 1995

Full Set (140 cards)	\$120.00	160.00
Booster Pack (8 cards)	1.75	3.00
Booster Box (60 packs)	110.00	160.00

Name	Low	High
Abbey Gargoyles	2.00	3.00
Abbey Matron (ver. 1)	1.15	4.00
Abbey Matron (ver. 2)	1.15	4.00
Aether Storm	4.00	6.00
Aliban's Tower (ver. 1)	1.15	4.00
Aliban's Tower (ver. 2)	1.15	4.00
Ambush	1.15	4.00
Ambush Party (ver. 1)	1.15	4.00
Ambush Party (ver. 2)	1.15	4.00
An-Havva Constable	3.00	5.00
An-Havva Inn	2.00	4.00
An-Havva Township	3.00	5.00
An-Zerin Ruins	4.00	6.00
Anaba Ancestor	2.00	4.00
Anaba Bodyguard (ver. 1)	1.15	4.00
Anaba Bodyguard (ver. 2)	1.15	4.00
Anaba Shaman (ver. 1)	1.15	4.00
Anaba Shaman (ver. 2)	1.15	4.00
Anaba Spirit Crafter	4.00	6.00
Apocalypse Chime	6.00	8.00
Autumn Willow	8.00	10.00
Aysen Abbey	3.50	5.00
Aysen Bureaucrats (ver. 1)	1.15	4.00
Aysen Bureaucrats (ver. 2)	1.15	4.00
Aysen Crusader	3.50	5.00
Aysen Highway	3.50	5.00
Baki's Curse	2.00	4.00
Baron Sengir	7.00	10.00
Beast Walkers	3.50	5.00
Black Carriage	4.00	6.00
Broken Visage	3.50	5.00
Carapace (ver. 1)	1.15	4.00
Carapace (ver. 2)	1.15	4.00
Castle Sengir	3.50	5.00
Cemetery Gate (ver. 1)	1.15	4.00
Cemetery Gate (ver. 2)	1.15	4.00
Chain Strass	3.50	5.00
Chandler	1.15	4.00
Clockwork Gnomes	1.15	4.00
Clockwork Steed	1.15	4.00
Clockwork Swarm	1.15	4.00
Corral Reef	1.15	4.00
Dark Maze (ver. 1)	1.15	4.00
Dark Maze (ver. 2)	1.15	4.00
Daughter of Autumn	3.50	5.00
Death Speakers	2.00	4.00
Didgendoo	4.00	6.00
Drudge Spell	2.00	4.00
Dry Spell (ver. 1)	1.15	4.00
Dry Spell (ver. 2)	1.15	4.00
Dwarven Pony	2.00	4.00
Dwarven Sea Clan	5.00	7.00
Dwarven Trader (ver. 1)	1.15	4.00
Dwarven Trader (ver. 2)	1.15	4.00
Ebony Rhino	1.15	4.00
Eron the Relentless	6.00	8.00
Evaporate	2.00	3.00
Faerie Noble	4.00	6.00
Feast of the Unicorn (ver. 1)	1.15	4.00
Feast of the Unicorn (ver. 2)	1.15	4.00
Feroz's Ban	4.00	6.00
Folk of An-Havva (ver. 1)	1.15	4.00
Folk of An-Havva (ver. 2)	1.15	4.00
Forget	2.00	4.00
Funeral March	1.15	4.00
Ghost Hounds	2.00	4.00
Giant Albattross (ver. 1)	1.15	4.00
Giant Albattross (ver. 2)	1.15	4.00
Giant Oyster	2.00	4.00
Grandmother Sengir	5.00	7.00
Greater Werewolf	1.15	4.00
Hazduhr the Abbot	3.50	5.00
Headstone	1.15	4.00
Heart Wolf	3.50	5.00
Hungry Mist (ver. 1)	1.15	4.00
Hungry Mist (ver. 2)	1.15	4.00
Ihsan's Shade	2.00	4.00
Irin Sengir	2.00	4.00
Ironclaw Curse	2.00	4.00
Jinx	1.15	4.00
Joven	1.15	4.00
Joven's Fetters	1.15	4.00
Joven's Tools	3.50	5.00
Koskun Falls	2.00	4.00
Koskun Keep	3.50	5.00

Labyrinth Minotaur (ver. 1)	1.15	4.00
Labyrinth Minotaur (ver. 2)	1.15	4.00
Leaping Lizard	1.15	4.00
Leeches	3.50	5.00
Mammoth Harness	2.00	4.00
Marjhan	6.00	8.00
Memory Lapse (ver. 1)	1.15	4.00
Memory Lapse (ver. 2)	1.15	4.00
Merchant Scroll	1.15	4.00
Mesa Falcon (ver. 1)	1.15	4.00
Mesa Falcon (ver. 2)	1.15	4.00
Mystic Decree	5.00	8.00
Norwhal	4.00	6.00
Orich Mine	2.00	4.00
Primal Order	7.00	10.00
Prophecy	1.15	4.00
Rashko the Slayer	2.00	4.00
Reef Pirates (ver. 1)	1.15	4.00
Reef Pirates (ver. 2)	1.15	4.00
Renewal	1.15	4.00
Retribution	2.00	4.00
Reyeko, Wizard Savant	4.00	6.00
Root Spider	2.00	4.00
Roots	2.00	4.00
Roterthopter	1.15	4.00
Rysorian Badger	4.00	6.00
Samite Alchemist (ver. 1)	1.15	4.00
Samite Alchemist (ver. 2)	1.15	4.00
Sea Sprite	2.00	4.00
Sea Troll	1.00	3.00
Sengir Autocrat	5.00	8.00
Sengir Bats (ver. 1)	1.15	4.00
Sengir Bats (ver. 2)	1.15	4.00
Serra Aviary	5.00	7.00
Serra Bestiary	1.15	4.00
Serra Inquisitors	1.00	3.00
Serra Paladin	1.15	4.00
Serrated Arrows	1.15	4.00
Shnkk (ver. 1)	1.15	4.00
Shnkk (ver. 2)	1.15	4.00
Soraya the Falconer	4.00	6.00
Spectral Bears	2.00	4.00
Temmerian Fiends	3.50	5.00
Torture (ver. 1)	1.15	4.00
Torture (ver. 2)	1.15	4.00
Trade Caravan (ver. 1)	1.15	4.00
Trade Caravan (ver. 2)	1.15	4.00
Truce	4.00	6.00
Veldrane of Sengir	4.00	6.00
Wall of Kelp	4.00	6.00
Willow Faerie (ver. 1)	1.15	4.00
Willow Faerie (ver. 2)	1.15	4.00
Willow Priestess	4.00	6.00
Winter Sky	4.00	6.00
Wizards' School	3.50	5.00

## SPECIAL OFFERS

Arena	6.00	10.00
Giant Badger	6.00	10.00
Mana Crypt	7.00	10.00
Nalathni Dragon	6.00	10.00
Sewars of Estark	6.00	10.00
Windseeker Centaur	6.00	10.00

## FACTORY SETS

<b>PRODUCTS</b>		
Mt:BG Beta Factory Set (363 cards)		
10,000 Printed	..... \$200.00	..... 250.00
This set is known as the "Domestic Edition." Cards have square borders with gold trim. Backs also have the words "Collector's Edition" in gold letters. These cards are <i>not</i> tournament legal.		
Mt:BG Beta International Factory Set (363 cards)		
5,000 Printed	..... \$275.00	..... 350.00
Known as the "International Edition," this set is the same as above except the cards have "International Collectors Edition" on them. Cards are also <i>not</i> tournament legal.		
Mt:BG Revised Boxed Set..... \$20.00 ..... 25.00		
This set contains two 60-card Revised starter decks, 30 counters and a Revised checklist		
Mt:BG 4th Edition Boxed Set ...\$18.00 ... 25.00		
This set contains two 60-card Fourth Edition starter decks, 30 counters and a Fourth Edition checklist		



# INQUEST

## price guide

### BLOOD WARS

TSR-1995

Full Set (334 cards)	\$275.00	350.00
Starter Deck (50 cards)	8.00	10.00
Starter Box (10 dual decks)	75.00	100.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00
Assassination Plot	5.00	8.00
Chaos Beast	4.00	6.00
Lady of Pain	25.00	35.00
Shield Maidens of Odin	4.00	6.00
Tiamat	5.00	8.00

### FACTOLS & FACTIONS EXP.

TSR-1995

Full Set (134 cards)	\$40.00	60.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	80.00

### PROXIES & POWERS EXP.

TSR-1995

Full Set (134 cards)	\$40.00	60.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00



### THE CROW-LIKE LIGHTNING

#### CROW, THE

HEARTBREAKER HOBBIES-1995

Full Set (105)	\$75.00	125.00
Booster Pack (15 cards)	2.75	3.25
Booster Box (36 packs)	90.00	110.00

#### DIXIE

COLUMBIA GAMES-1995

Full Set (200 cards)	\$50.00	70.00
Starter Deck (60 cards)	7.00	10.00
Starter Box (12 decks)	70.00	100.00

#### SHILON EXPANSION

COLUMBIA GAMES-1995

Full Set (400 cards)	\$70.00	90.00
Starter Deck (60 cards)	\$8.00	10.00
Starter Box (12 decks)	95.00	110.00

#### DOOMTROOPER

HEARTBREAKER 1995

Full Set (337 cards)	\$275.00	350.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (10 decks)	70.00	85.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00

#### INQUISITION EXPANSION

HEARTBREAKER-1995

Full Set (170 cards)	\$175.00	225.00
Booster Pack (8 cards)	2.00	2.50
Booster Box (60 packs)	95.00	130.00

#### EAGLES: WATERLOO-1815

COLUMBIA GAMES-1995

Full Set (300 cards)	\$60.00	80.00
Starter Deck (60 cards)	7.00	10.00

Starter Box (12 decks)	75.00	110.00
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### ECHELONS OF FIRE/FURY

MEDALLION SIMULATIONS-1995

Full Fire Set (69 cards)	\$30.00	50.00
Full Fury Set (57 cards)	30.00	50.00
Fire Starter Deck (65 cards)	8.00	10.00
Fire Starter Box (10 decks)	75.00	100.00
Fire Booster Pack (15 cards)	2.50	3.00
Fire Booster Box (36 packs)	85.00	110.00
Fury Starter Deck (65 cards)	8.00	12.00
Fury Starter Box (10 decks)	75.00	100.00
Fury Booster Pack (15 cards)	2.50	3.00
Fury Booster Box (36 packs)	85.00	110.00

### FLIGHTS OF FANTASY

DESTINY PRODUCTIONS-1994

Full Set (108 cards)	\$25.00	50.00
Booster Pack (10 cards)	1.75	2.50
Booster Box (36 packs)	60.00	80.00

### GALACTIC EMPIRES

COMPANION GAMES-1995

Full Set (440)	\$165.00	200.00
Starter Deck (55 cards)	8.00	9.00
Starter Box (10 decks)	75.00	100.00
Booster Pack (12 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00

### NEW EMPIRES EXPANSION

COMPANION GAMES-1995

Full Set (209 cards)	\$75.00	125.00
Booster Pack (12 cards)	2.00	2.25
Booster Box (36 packs)	70.00	80.00

### GRIDIRON

PRECEDENCE UPPER DECK-19

Full Hobby Set (306 cards)	\$180.00	300.00
Full Retail Set (306 cards)	180.00	300.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (10 decks)	75.00	95.00
Booster Packs (15 cards)	2.00	3.00
Booster Box (48 packs)	95.00	145.00

### GUARDIANS

FPG-1995

Full Set (287 cards)	\$150.00	250.00
Starter Deck (60 cards)	58.00	10.00
Starter Box (10 decks)	75.00	95.00
Booster Pack (14 cards)	2.50	3.00
Booster Box (36 packs)	90.00	100.00

### HERESY: KINGDOM COME

LAST JUNGLE GAMES

Full Set (374 cards)	9.00	11.00
Starter Deck (60 cards)	8.00	11.00
Starter Box (12 decks)	85.00	100.00
Booster Pack (15 cards)	2.75	3.25
Booster Box (36 packs)	90.00	110.00

### HIGHLANDER

THUNDER CASTLE GAMES-1995

Full Set (165 cards)	\$150.00	250.00
Starter Deck (52 cards)	8.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (15 cards)	2.25	2.75
Booster Box (36 packs)	80.00	95.00

### HIGHLANDER: THE MOVIE EXPANSION

COMPANION GAMES-1995

Full Set (300 cards)	2.25	2.75
Booster Pack (15 cards)	2.25	2.75
Booster Box (36 packs)	70.00	90.00

### HYBORIAN GATES

CARL-1995

Full Set (450 cards)	\$200.00	300.00
Starter Deck (110 cards)	8.00	10.00
Starter Box (6 dual decks)	45.00	60.00
Booster Pack (12 cards)	2.25	3.00
Booster Box (36 packs)	80.00	110.00

Ancient Gate Redemption	50.00	75.00
Angel Storm	20.00	30.00

Winning	20.00	30.00
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### ILLUMINATI: NEW WORLD ORDER LIMITED EDITION

STEVE JACKSON GAMES-1994

Cards names are printed in gold

Full Set (412 cards)	\$400.00	500.00
Factory Set (450 cards)	65.00	75.00
Starter Deck Dual Pack (110)	18.00	20.00
Starter Box (5 dual decks)	90.00	100.00
Booster Pack (15 cards)	3.00	4.00
Booster Box (36 packs)	100.00	140.00
Unlisted Common cards	20	40
Unlisted Uncommon cards	.75	1.50
Unlisted Rare cards	2.50	3.50

Blitzkrieg	R	3.25	4.00
C.I.A.	R	3.25	4.00
Cyborg Soldiers	R	3.25	4.00
Elvis	R	3.25	4.00
Germany	R	3.25	4.00
Hitler's Brain	R	3.25	4.00
Italy	R	3.25	4.00
Mafia, The	R	3.25	4.00
Men in Black, The	R	3.25	4.00
N.S.A.	R	3.25	4.00
Perpetual Motion Machine	R	3.25	4.00
Polsters	R	3.25	4.00
Shroud of Turn	R	3.25	4.00
Soulburner	R	3.25	4.00
Subliminals	R	3.25	4.00
Texans	R	3.25	4.00
Underground Newspapers	R	3.25	4.00
Unmasked!	R	3.25	4.00

### ILLUMINATI: NEW WORLD ORDER UNLIMITED EDITION

STEVE JACKSON GAMES-1994

Card names are printed in various colors.

Full Set (412 cards)	\$250.00	350.00
Starter Deck Dual (110 cards)	8.00	10.00
Starter Box (5 dual decks)	30.00	50.00
Booster Pack (15 cards)	2.00	2.25
Booster Box (36 packs)	70.00	80.00

Single Cards are 0.5-1x Limited Price

### ASSASSIN'S EXPANSION

STEVE JACKSON GAMES-1995

Full Set (100 cards)	\$75.00	125.00
Booster Pack (8 cards)	1.30	1.50
Booster Box (60 packs)	70.00	85.00

### JAMES BOND 007

COLUMBIA GAMES-1995

Full Set (231 cards)	\$125.00	200.00
(Set price includes 10 rare chase cards)		
Starter Deck (60 cards)	8.00	10.00
Starter Box (10 decks)	75.00	95.00
Booster Pack (15 cards)	2.75	3.00
Booster Box (36 packs)	90.00	100.00

### JYHAD

Full Set (438 cards)	\$275.00	375.00
Starter Deck (76 cards)	7.00	8.00
Starter Box (10 decks)	65.00	80.00
Booster Pack (19 cards)	1.50	2.00
Booster Box (36 packs)	50.00	70.00

### KULT

EYEMASTER GAMES-1995

Full Set (250 cards)	\$150.00	225.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (10 decks)	75.00	95.00
Booster Pack (15 cards)	2.75	3.00
Booster Box (36 packs)	90.00	100.00

### LAST CRUSADE, THE

Full Set (300 cards)	\$120.00	200.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (10 decks)	80.00	100.00
Booster Packs (12 cards)	1.75	2.50
Booster Box (36 packs)	65.00	80.00

### LEGEND OF THE FIVE RINGS

Full Set (370 cards)	\$180.00	300.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (10 decks)	70.00	90.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00

### MARVEL OVERPOWER

FLEER-1995

Full Set (386 cards)	\$300.00	400.00
(Set price includes 42 Mission cards)		
Starter Deck (62 cards)	\$8.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (9 cards)	2.00	2.50
Booster Box (36 Packs)	70.00	90.00
42-Card Missions set (1 per pack)	1.00	2.00
Unlisted Common cards	20	40

Some names are abbreviated after Hero card listed.

Apocalypse Hero Card	R	3.00	5.00
Apoc Enhance Strength	U	1.50	2.50
Apoc Genetic Engineering	U	1.50	2.50
Apoc Mega Morph	R	3.00	5.00
Apoc Survival... Fittest	U	1.50	2.50
Beast Hero Card	U	1.50	2.50
Beast Analyze	U	1.50	2.50
Beast Animal Dexterity	U	1.50	2.50
Beast Beastial Brown	U	1.50	2.50
Beast Biochemist	U	1.50	2.50
Beast Drop Kick	U	1.50	2.50
Bishop Plasma Gun	U	1.50	2.50
Bishop Spectrum Blast	R	3.00	4.00
Cable Hero Card	R	3.00	4.00
Cable Battle Tactics	U	1.50	2.50
Cable Bionic Eye	U	1.50	2.50
Cable Bodyside	U	1.50	2.50
Cable Cover Fire	U	1.50	2.50
Cable Custom Firearms	U	1.50	2.50
Captain America Hero Card	R	3.00	5.00
Cap Am Avenger	U	1.50	2.50
Cap Am Mighty Shield	U	1.50	2.50
Cap Am Ricochet Shield	U	1.50	2.50
Cap Am Stars & Stripes	U	1.50	2.50
Cap Am Super Soldier	U	1.50	2.50
Carnage Hero Card	R	3.00	4.00
Carnage Blade Hands	U	1.50	2.50
Carnage Climb	U	1.50	2.50
Carnage Insane Rage	U	1.50	2.50
Carnage Ruthless	R	3.00	4.00
Carnage Symbiotic Web	R	3.00	4.00
Colossus Fastball Special	U	1.50	2.50
Colossus Haymaker	U	1.50	2.50
Colossus Metal Barrier	U	1.50	2.50
Colossus Skin of Steel	U	1.50	2.50
Colossus Smash Object	U	1.50	2.50
Cyclops Ground Blast	R	3.00	4.00
Cyclops Visual Sweep	U	1.50	2.50
Deadpool Assassin	R	3.00	4.00
Deadpool High Threshold/Pain R	3.00	4.00	
Deadpool Killing Machine	U	1.50	2.50
Dr. Doom Hero Card	U	1.50	2.50
Dr. Dm Concussion Beams	U	1.50	2.50
Dr. Dm Energy... Field	U	1.50	2.50
Dr. Dm Super Genius	R	3.00	4.00
Dr. Dm Time Machine	U	1.50	2.50
Dr. Dm Villainous Plot	R	3.00	4.00
Dr. Octopus Evasive Action	U	1.50	2.50
Dr. Oc Grasping Tentacles	R	3.00	4.00
Elektra Hero Card	R	3.00	4.00
Elektra Anticipate	U	1.50	2.50
Elektra Martial Artist	R	3.00	4.00
Elektra Resurrection	U	1.50	2.50
Elektra Sai	U	1.50	2.50
Gambit 52 Card Pickup	U	1.50	2.50
Gambit Charm	R	3.00	4.00
Gambit Intercept Object	U	1.50	2.50
Gambit Staff Attack	U	1.50	2.50
Hobgoblin Hero Card	R	3.00	4.00
Hobgoblin Goblin Glider	U	1.50	2.50
Hobgoblin Razor Bats	U	1.50	2.50
Hobgoblin Stun Gas	R	3.00	4.00
Hulk Hero Card	U	1.50	2.50
Hulk Enraged	R	3.00	4.00
Hulk Green Goliath	U	1.50	2.50
Hulk Intimidate	R	3.00	4.00
Hulk Shrug Off	U	1.50	2.50
Human Torch Hero Card	R	3.00	4.00
HT Fire Shield	U	1.50	2.50
HT Fire Storm	U	1.50	2.50
HT Inferno	U	1.50	2.50
HT Nova Burst	R	3.00	4.00
HT Searing Heat	U	1.50	2.50
Invisible Woman Hero Card	R	3.00	4.00
In Woman Bubble Shield	U	1.50	2.50
In Woman Force Field	U	1.50	2.50
In Woman Invisibility	U	1.50	2.50
In Woman Invisible Ram	R	3.00	4.00
In Woman Unseen Ass.	U	1.50	2.50
Iron Man Hero Card	R	3.00	5.00
IM Concealed Arsenal	U	1.50	2.50
IM Heat Seeking Missile	R	3.00	4.00
IM In the Line of Fire	U	1.50	2.50
IM Radar Warning	U	1.50	2.50



IM Tactical Computer	R	3.00	5.00
Jean Grey Mind... Matter	U	1.50	2.50
Jean Grey Tele. Unity	U	3.00	4.00
Jubilee Plasmod Flash	R	3.00	4.00
Jubilee Spectrum Tease	U	1.50	2.50
Magneto Hero Card	R	4.00	6.00
Magneto Evil Genius	U	1.50	2.50
Magneto G.A.	U	1.50	2.50
Magneto Mag. Shield	U	1.50	2.50
Magneto Paralyze Opp.	R	4.00	6.00
Magneto Repel Object	U	1.50	2.50
Mr. Fantastic Hero Card	R	3.00	4.00
Mr. Fan Protect Mate	U	1.50	2.50
Mr. Fan Python Hold	R	3.00	4.00
Mr. Fan Stretch Attack	U	1.50	2.50
Mr. Fan Team Leader	U	1.50	2.50
Mystique Hero Card	R	3.00	5.00
Mystique Commando Raid	U	1.50	2.50
Mystique Cool Under Fire	U	1.50	2.50
Mystique Illusion of Ally	U	1.50	2.50
Mystique Surprise Attack	R	3.00	5.00
Omega Red Hero Card	R	3.00	4.00
OR Carbonadium Coils	U	1.50	2.50
OR Drain Life Force	U	1.50	2.50
OR KGB Training	U	1.50	2.50
OR Sacrificial Lamb	U	1.50	2.50
OR Tendril Tactics	R	3.00	4.00
Professor X Hero Card	R	3.00	4.00
Prof X Psionic Hold	R	3.00	4.00
Prof X Tele. Coord.	R	3.00	4.00
Psylocke Hero Card	R	3.00	4.00
Psylocke Combat Prowess	U	1.50	2.50
Psylocke Mental Hold	R	3.00	4.00
Psylocke Psychic Knife	R	3.00	4.00
Psylocke Thought Probe	U	1.50	2.50
Punisher Hero Card	R	3.00	4.00
Punisher Secret Weapon	R	3.00	4.00
Punisher Smoke Screen	U	1.50	2.50
Punisher Sniper	U	1.50	2.50
Punisher Vendetta	R	3.00	4.00
Rhino Bowl Over	U	1.50	2.50
Rhino Rhino Hide	U	3.00	4.00
Rogue Mutagenic Drain	R	3.00	4.00
Rogue Super Strength	U	3.00	4.00
Sabretooth Blood Hunt	R	3.00	5.00
Sabretooth Bloodlust	U	1.50	2.50
Silver Surfer Hero Card	R	3.00	4.00
SS Cosmic Healing	U	3.00	4.00
SS Force Shield	U	3.00	4.00
SS Power Cosmic	R	3.00	4.00
SS Rearrange Matter	U	3.00	4.00
Spider-Man Hero Card	R	5.00	8.00
S-M Archand Agility	U	3.00	4.00
S-M Spider Sense	U	3.00	4.00
S-M Wall Crawl	C	1.00	2.00
S-M Web	R	5.00	8.00
S-M Web Shield	U	3.00	4.00
Spider-Woman Psi Web	R	3.00	4.00
Storm Hero Card	R	3.00	4.00
Storm Emotional Outburst	R	3.00	4.00
Storm Summon... Power	R	3.00	4.00
Thing Clobberin' Time	R	3.00	4.00
Thing Revoltin' Dev.	R	3.00	4.00
Thing Temper Tantrum	U	3.00	4.00
Thor Mjolnir Speaks	U	3.00	4.00
Thor Power of Asgard	R	3.00	4.00
Venom Hero Card	R	4.00	6.00
Venom Alien Webbing	U	3.00	4.00
Venom Creepy Crawler	U	3.00	4.00
Venom Panic Attack	R	4.00	6.00
Venom Symbiotic Snare	R	4.00	6.00
War Machine Battle Com.	R	3.00	4.00
WM Hidden Weapon	U	3.00	4.00
WM Unleash Arsenal	U	3.00	4.00
Wolverine Hero Card	R	6.00	8.00
Wolverine Berserk Attack	C	1.00	2.00
Wolverine Fighting Instinct	C	1.00	2.00
Wolverine Heal	C	1.00	2.00
Wolverine Snikt!	C	1.00	2.00
Wolverine Wounded Animal	R	6.00	8.00

### POWERSURGE EXPANSION

Full Set (276 cards)	\$200.00	300.00
(Set price includes 14 Mission cards)		
Booster Pack (9 cards)	1.75	2.00
Booster Box (36 packs)	60.00	70.00
14-Card Mission set (1 per pack)	.25	.75
Unlisted Common cards	.20	.40
Unlisted Uncommon cards	2.00	4.00
Unlisted Rare cards	4.00	6.00
Iron Man Dumpster	C	50
Iron Man Industrial Waste	U	3.00
Iron Man Multi Power 2	C	1.00
Magneto Impulse	U	3.00

Magneto Power Flux	U	3.00	5.00
Sabretooth Chain	C	1.00	2.00
Scarlet Spider Hero Card	R	5.00	8.00
Scarlet Spider New Warrior	C	1.00	2.00
Scarlet Spider	U	3.00	4.00
Spider-Man Strength 2	C	.75	1.50
Spider-Man Taunt	U	4.00	6.00
Venom Alien Symbiote	U	3.00	5.00
Venom Fighting 5	C	.50	1.00
Venom Hot Dog Cart	C	.50	1.00
Wolverine Fighting 5	C	.75	1.50
Wolverine Rage	U	2.00	3.00



### MIDDLE-EARTH-FELLOWSHIP

#### THE WIZARDS

Full Set (484 cards)		
Starter Deck (76 cards)	9.00	11.00
Starter Box (10 decks)	85.00	100.00
Booster Pack (15 cards)	2.75	3.00
Booster Box (36 packs)	90.00	100.00
Unlisted Common cards	.10	.40
Unlisted Common Sites & Characters	.35	.75
Adrazar	R	2.00 4.00
Adunaphel	R	7.00 10.00
Agburanor	R	2.00 4.00
Akharahil	R	7.00 10.00
Alatar	R	2.00 4.00
Align Palantir	U	1.50 3.00
Anborn	U	1.50 3.00
Anduin, Flame of the West	R	2.00 4.00
Annalea	R	2.00 4.00
Aragorn II	R	2.00 4.00
Aranimur	U	1.50 3.00
Arkenstone, The	R	2.50 5.00
Army of the Dead	R	1.50 3.00
Arwen	R	2.50 5.00
Assassin	R	2.50 5.00
Athelas	U	1.50 3.00
Awaken the Earth's Fire	U	2.00 4.00
Balance of Things, The	R	3.00 6.00
Balin	U	1.50 3.00
Balrag of Moria	R	3.00 6.00
Bane of the Ithilstone	R	3.00 6.00
Barad-dor	R	2.50 4.00
Bard Bowman	R	2.00 4.00
Barliman Butterbur	U	1.50 3.00
Barrow-wight	U	1.50 3.00
Beam	R	2.00 4.00
Beornings	R	1.50 3.00
Beregond	R	2.00 4.00
Beretur	U	1.50 3.00
Berquil	U	1.50 3.00
Bert (Barat)	U	1.50 3.00
Bilbo	R	2.50 5.00
Bill the Pony	U	.75 1.00
Blue Mountain Dwarves	U	.75 1.00
Bombur	U	1.50 3.00
Book of Mazarbul	U	1.50 3.00
Boromir II	R	2.00 4.00
Bridge	U	1.50 3.00
Burden of Time, The	U	2.00 4.00
Call of the Sea	U	2.00 4.00
Corn Dorn	R	2.50 4.00
Caves of Olund	U	1.50 2.50
Celeborn	R	2.00 4.00
Cirdan	R	2.50 5.00
Grith Ungol	R	2.50 4.00
Clear Skies	R	3.50 5.00
Clouds	R	3.00 6.00
Cock Crows, The	U	2.00 4.00
Corsairs of Umbar	U	1.50 3.00

Croaks of Doom	U	2.00	4.00
Daelamin	R	2.50	4.00
Dain II	R	2.50	5.00
Damrod	U	1.50	3.00
Dancing Spire	U	1.50	2.50
Dead Marshes	U	1.50	2.50
Denethor II	R	2.50	5.00
Dimli Dale	U	1.50	2.50
Dol Guldur	R	2.50	4.00
Doors of Night	R	2.50	5.00
Dori	U	1.50	3.00
Dragon's Desolation	U	2.00	4.00
Drowning Seas	U	2.00	4.00
Dunharrow	R	2.50	4.00
Dunlendings	R	1.50	3.00
Durin's Axe	U	1.50	3.00
Dw. Ring of Barin's Tribe	R	3.00	6.00
Dw. Ring of Bavor's Tribe	R	3.00	6.00
Dw. Ring of Drzin's Tribe	R	3.00	6.00
Dw. Ring of Durin's Tribe	R	3.00	6.00
Dw. Ring of Dwalin's Tribe	R	3.00	6.00
Dw. Ring of Thelor's Tribe	U	2.00	4.00
Dw. Ring of Thir's Tribe	U	2.00	4.00
Dwarf of Waw	R	7.50	10.00
Eagle-mounts	R	3.00	5.00
Earth of Galadriel's Orchard	U	1.50	2.50
Easterling Camp	R	2.50	4.00
Easterlings	R	1.50	3.00
Elf-song	R	3.00	6.00
Eladan	R	2.00	4.00
Elrohir	R	2.00	4.00
Elrond	R	2.50	5.00
Elves of Lindon	R	1.50	3.00
Ent-draughts	U	1.50	2.50
Ents of Fangorn	R	1.50	3.00
Eomer	U	1.50	3.00
Eowyn	U	1.50	3.00
Ekenbrand	R	2.00	4.00
Evenstar, The	U	1.50	3.00
Eye of Sauron	R	3.00	6.00
Fair Sailing	R	3.00	6.00
Fair Travels in Dark-domains	R	3.00	6.00
Fair Travels in Free-domains	R	3.00	6.00
Faromir	R	2.00	4.00
Favor of the Valar	R	3.00	6.00
Fell Beast	R	3.00	6.00
Fell Turtle	R	3.00	6.00
Fili	U	1.50	3.00
Fog	U	1.50	3.00
Frodo	R	2.50	5.00
Galadriel	R	2.50	5.00
Gahva	R	2.50	5.00
Gaming the Old	U	1.50	3.00
Gandalf	R	2.00	4.00
Gates of Moring	R	3.50	5.00
Ghan-bun-Ghn	U	1.50	3.00
Gilder Ingolion	R	2.00	4.00
Gimli	R	2.00	4.00
Glamdring	U	1.50	3.00
Glittering Caves	U	1.50	2.50
Gloin	U	1.50	3.00
Glorfindel II	R	2.00	4.00
Goldberry	U	.75	1.00
Gollum	U	.75	1.00
Gollum's Fate	R	3.00	6.00
Great Eagles, The	U	.75	1.00
Great Goblin, The	R	3.50	5.00
Great Ship	R	3.50	5.00
Great-shield of Rohan	U	1.50	3.00
Gwaihir	R	2.00	4.00
Halbarad	U	1.50	3.00
Haldalam	R	2.50	5.00
Haldir	U	1.50	3.00
Half-trolls of Far Harad	U	1.50	3.00
Hiding	R	3.00	6.00
Hillmen	U	.75	1.00
Himring	U	1.50	2.50
Hoarwurath of D'r	R	7.00	10.00
Hobbits	R	1.50	3.00
Huorn	U	1.50	3.00
Imrahil	U	1.50	3.00
Indur Dawndearth	R	7.00	10.00
Ireorok	U	1.50	2.50
Iron Hill Dwarves	R	1.50	3.00
Isles of the Dead that Live	R	2.50	4.00
Khamul the Easterling	R	7.00	10.00
Kili	R	2.00	4.00
Knights of Dol Amroth	U	.75	1.00
Lapse of Will	U	2.00	4.00
Leaflock	U	.75	1.00
Legolas	U	1.50	3.00
Lesser Ring	U	1.50	3.00
Leucanuth	R	2.00	4.00
Lossoth	U	.75	1.00
Lost at Sea	R	3.00	6.00
Lost in Dark-domains	R	3.00	6.00

Lucky Search	R	3.00	6.00
Lure of Creation	U	2.00	4.00
Lure of Power	R	3.00	6.00
Mablung	U	1.50	3.00
Magic Ring of Courage	U	1.50	3.00
Magic Ring of Lore	U	1.50	3.00
Magic Ring of Nature	U	1.50	3.00
Magic Ring of Stealth	U	1.50	3.00
Magic Ring of Words	U	1.50	3.00
Men of Anfalas	U	.75	1.00
Men of Anorien	R	1.50	3.00
Men of Dorwinion	U	.75	1.00
Men of Lamedon	U	.75	1.00
Men of Lebennin	U	.75	1.00
Men of Northern Rhovanion	U	.75	1.00
Merry	U	1.50	3.00
Minas Morgul	R	2.50	4.00
Minions Stri	U	2.00	4.00
Mirror of Galadriel	U	2.00	4.00
Mithril-coat, The	R	3.00	6.00
Moon	U	1.50	3.00
Morannon	R	3.50	5.00
Morgul Night	R	3.00	6.00
MorgulHorse	R	3.00	6.00
Morgulknife	R	3.00	6.00
Mount Doom	U	1.50	2.50
Mount Gundabad	U	1.50	2.50
Mouth of Sauron	R	3.00	6.00
Mumuk (Oliphaunt)	R	2.00	4.00
Narsil	U	1.50	3.00
Narya	R	3.00	6.00
Nazgul are Abroad, The	R	3.00	6.00
Nenya	R	3.00	6.00
New Moon	U	2.00	4.00
Oni	U	1.50	3.00
Old Man Willow	U	1.50	3.00
Old Thrush, The	U	2.00	4.00
Olog-hoi (Trolls)	U	1.50	3.00
One Ring, The	R	15.00	25.00
Orc-hutement	U	1.50	2.50
Orcrist	U	2.00	4.00
Oshin-Ethil	U	1.50	2.50
oatha the Horseman	R	7.00	10.00
Palantir of Amon Sul	R	2.00	4.00
Palantir of Annunimias	R	2.00	4.00
Palantir of Elostirion	U	1.50	3.00
Palantir of Minas Tirith	U	1.50	3.00
Palantir of Orthanc	U	1.50	3.00
Palantir of Osgiliath	R	2.00	4.00
Pale Sword, The	R	3.00	6.00
Pallando	R	2.00	4.00
Paths of the Dead	R	3.50	5.00
Peath	R	2.00	4.00
Pick-pocket	U	1.50	3.00
Pippin	U	1.50	3.00
Plague of Wights	U	2.00	4.00
Praise to Elbereth	U	2.00	4.00
Precious, The	R	3.00	6.00
Poker-men	R	2.00	4.00
Quickbeam	U	.75	1.00
Quiet Lands	U	1.50	3.00
Radagast	R	2.00	4.00
Rangers of Ithilien	R	1.50	3.00
Rangers of the North	R	1.50	3.00
Red Arrow	U	1.50	3.00
Red Book of Westmarch	U	1.50	3.00
Ren the Undean	R	7.00	10.00
Return of the King	U	1.50	3.00
Riders of Rohan	R	1.50	3.00
Ring's Betrayal, The	U	2.00	4.00
Ringlore	U	2.00	4.00
Roak the Raven	R	2.00	4.00
Rorag	R	2.00	4.00
Sacrifice of Farm	R	2.00	4.00
Sam Gamgee	U	1.50	3.00
Sapling of the White Tree	U	1.50	3.00
Saruman	R	2.00	4.00
Scroll of Isildur	U	1.50	3.00
Secret Entrance	R	3.50	5.00
Shadowfax	R	2.00	4.00
Shelob	R	7.00	12.00
Shelob's Lair	R	2.50	4.00
Siege	R	3.00	6.00
Silent Watcher	R	2.50	5.00
Skinbark	R	2.00	4.00
Slayer	U	1.50	3.00
Smeag	R	5.00	8.00
Snowstorm	R	3.00	6.00
Southron Oasis	R	2.50	4.00
Southrons	U	1.50	3.00
Star-glass	R	1.50	3.00
Stars	U	1.50	3.00
String	U	1.50	3.00
Stone of Erech	R	3.00	6.00
Stone-circle	R	2.50	4.00
Stones The	P	2.50	4.00





## price guide

Storms of Osse	R	3.00	6.00
Sun	U	1.50	3.00
Théoden	R	2.00	4.00
Thief	R	2.00	4.00
Thorin II	R	2.50	5.00
Thranduil	R	2.00	4.00
Tofalas	R	2.50	4.00
Torn (Tuma)	U	1.50	3.00
Torn Bombadil	R	2.00	4.00
Torque of Hues	U	1.50	3.00
Tower Guard of Minas Tirith	R	1.50	3.00
Traitor	R	3.00	6.00
Treebeard	U	.75	1.00
True Fama	R	3.00	6.00
Use Palantir	U	2.00	4.00
Vale of Erech	R	2.50	4.00
Variag Camp	R	2.50	4.00
Variags of Khand	R	1.50	3.00
Vilya	R	3.00	6.00
Vyngamir	R	2.50	5.00
Wacho	U	1.50	3.00
Wake of War	U	2.00	4.00
Watcher in the Water	U	1.50	3.00
White Towers, The	U	1.50	2.50
White Tree, The	R	3.00	6.00
Will of Sauron, The	R	3.00	6.00
Will of the Ring, The	R	3.00	6.00
William (Wolugog)	U	1.50	3.00
Witch-king of Angmar	R	7.00	10.00
Wizard's Ring	U	2.00	4.00
Wizard's Fire	R	3.00	6.00
Wizard's Flame	U	2.00	4.00
Wizard's Laughter	U	2.00	4.00
Wizard's River-horses	U	2.00	4.00
Wizard's Voice	R	3.00	6.00
Wood-elves	R	1.50	3.00
Woodmen	U	.75	1.00
Wards of Power and Terror	R	3.00	6.00
Woses of Old Pikeland	R	1.50	3.00
Woses of the Drúadan Forest	U	.75	1.00

## MORTAL KOMBAT

BRADYGAMES-1995

Full Set (300 cards)	•	•
Starter Deck (60 cards)	7.00	10.00
Starter Box (10 decks)	70.00	100.00
Booster Pack (15 cards)	2.50	2.75
Booster Box (36 packs)	80.00	95.00

## ON THE EDGE

ATLAS GAMES-1994

Full Set (269 cards)	\$125.00	200.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (10 decks)	70.00	90.00
Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00

## CUT-UPS PROJECT EXPANSION

ATLAS GAMES-1995

Full Set (117 cards)	\$70.00	100.00
Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00

## SHADOWS EXPANSION

ATLAS GAMES-1995

Full Set (117 cards)	\$70.00	100.00
Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00

## ARCAHA EXPANSION

ATLAS GAMES-1995

Full Set (153)	\$100.00	150.00
Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00

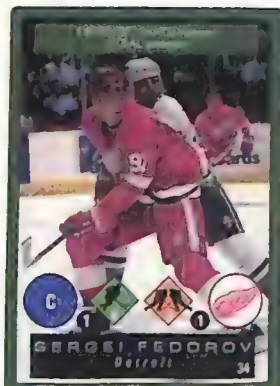
## ONE ON ONE HOCKEY CHALLENGE

PLAYOFF-1995

Full Set (330 cards)	\$200.00	300.00
Starter Deck (50 cards)	9.00	11.00
Starter Box (8 decks)	70.00	85.00
Booster Pack (12 cards)	2.25	2.75
Booster Box (36 packs)	80.00	95.00
Unlisted Commons (#d 1-110)	.10	.50

Unlisted Uncommon (#d 111-220) .75 ... 2.00  
Unlisted Rare (#d 221-330) 2.00 ... 4.00

The URB and URS rarities denote Ultra Rare cards found only in booster packs, and Ultra Rare cards found only in starter decks respectively.



## ONE ON ONE HOCKEY CHALLENGE-SERGEI FEDOROV

#	Name	Rarity	1.00	2.00
2	Paul Kariya	C	1.00	2.00
34	Sergei Fedorov	C	.75	1.50
50	Wayne Gretzky	C	1.50	2.50
55	Patrick Roy	C	.75	1.50
76	Eric Lindros	C	1.50	2.50
78	Jaromir Jagr	C	.75	1.50
79	Mario Lemieux	C	1.00	2.00
100	Pavel Bure	C	1.00	2.00
105	Jim Carey	C	.75	1.50
114	Paul Kariya	U	3.00	5.00
135	Jeremy Roenick	U	1.50	2.50
137	Peter Forsberg	U	2.00	4.00
144	Sergei Fedorov	U	2.00	4.00
159	Wayne Gretzky	U	4.00	6.00
166	Patrick Roy	U	2.00	4.00
182	Eric Lindros	U	4.00	6.00
185	Jaromir Jagr	U	2.00	4.00
186	Mario Lemieux	U	3.00	5.00
195	Brett Hull	U	1.50	2.50
204	Felix Potvin	U	1.50	2.50
207	Pavel Bure	U	3.00	5.00
213	Jim Carey	U	2.00	4.00
223	Paul Kariya	URB	9.00	15.00
224	Todd Krueger	URS	3.00	6.00
226	Roy Bourque	URB	5.00	7.00
228	Cam Neely	URB	5.00	7.00
229	Adam Oates	URB	5.00	7.00
232	Bob Sweeney	URS	3.00	6.00
236	Jeremy Roenick	URB	7.00	10.00
239	Peter Forsberg	URB	8.00	12.00
241	Owen Nolan	URB	4.00	6.00
242	Joe Sakic	URS	5.00	8.00
248	Kevin Hatcher	URS	3.00	6.00
250	Mike Modano	URB	4.00	6.00
252	Paul Coffey	URS	5.00	7.00
253	Sergei Fedorov	URS	9.00	15.00
259	Doug Wright	URB	3.00	5.00
263	Rob Niedermayer	URS	3.00	6.00
266	Geoff Sanderson	URS	3.00	6.00
269	Wayne Gretzky	URB	15.00	25.00
274	Patrick Roy	URB	8.00	12.00
275	Martin Brodeur	URB	8.00	10.00
281	Scott Lachance	URS	3.00	6.00
283	Brian Leetch	URB	3.00	5.00
284	Mark Messier	URB	6.00	8.00
286	Luc Robitaille	URS	4.00	7.00
288	Jim Paek	URS	3.00	6.00
291	Rob Brind'Amour	URS	3.00	6.00
294	Eric Lindros	URB	15.00	25.00
297	Jaromir Jagr	URS	9.00	15.00
298	Mario Lemieux	URB	12.00	18.00
302	Arturs Ibrs	URB	4.00	6.00
305	Geoff Courtnall	URS	3.00	6.00
307	Brett Hull	URB	8.00	10.00
311	Petr Klima	URS	3.00	6.00
313	Paul Ysebaert	URB	3.00	5.00
315	Doug Gilmour	URB	6.00	8.00
316	Pavel Bure	URB	9.00	15.00
318	Alexander Mogilny	URS	5.00	8.00
323	Keith Jones	URS	3.00	6.00
329	Teemu Selanne	URB	7.00	9.00
330	Alexei Zhamnov	URS	5.00	8.00

## POWERCARDZ

CALIBER GAMES SYSTEMS-1995

Full Series 1 (160 cards)	\$40.00	60.00
Starter Deck (A & B-50 cards)	7.00	9.00
Starter Box (12 decks)	70.00	90.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00

## SPAWN EXPANSION

CALIBER GAMES SYSTEMS-1995

Full Set (190 cards)	\$60.00	80.00
Starter Deck (50 cards)	9.00	10.00
Starter Box (12 decks)	100.00	115.00
Booster Pack (15 cards)	2.75	3.00
Booster Box (36 packs)	90.00	100.00
Power Primer (S.D. + 3 Boosters)	15.00	18.00

## SECOND STRIKE EXPANSION

CALIBER GAMES SYSTEMS-1995

Full Set (300 cards)	\$90.00	125.00
Starter Deck (50 cards)	7.00	9.00
Starter Box (12 decks)	70.00	90.00
Booster Pack (15 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00

## RAGE

WHITE WOLF-1995

Full Set (321 cards)	\$200.00	250.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (10 decks)	70.00	90.00
Booster Pack (12 cards)	2.00	2.25
Booster Box (24 packs)	45.00	55.00
Unlisted Singles	.20	.40

Alaskan Wolf Hunt	2.50	3.50
Alexandru ThunderRage	25.00	35.00
Alias	2.50	3.50
Allamande	2.50	3.50
Allison Kachina	3.00	5.00
Amari Howls-from-Soul	1.00	2.00
Anno Kimmski	3.00	5.00
Anno-Eyes of the Sun-Peltrey	2.50	3.50
Antonyne Teardrop	2.50	3.50
Aurora	3.00	5.00
Balar's Gaze	2.50	3.50
Banana Split	1.00	2.00
Beastmind	1.00	2.00
Black Spiral Dancer	1.00	2.00
Bladeleath	1.00	2.00
Block and Strike	1.00	2.00
Blood-on-the-Wind	2.50	3.50
Body Wreck	2.50	3.50
Bones of Shakir Hind	2.50	3.50
Botlecap of Shakey Mac	3.00	5.00
Broken Limb	2.50	3.50
Bron Mac Fionn	3.00	5.00
Buggerhead	2.50	3.50
Burn Rush	1.00	2.00
Calling a Champion	1.00	2.00
Carful Strike	2.50	3.50
Cara Grimmson	2.50	3.50
Carlsson Ruah	1.00	2.00
Cannons	2.50	3.50
Charging Bull	3.00	5.00
Circular Attack	2.50	3.50
Close the Bawn	2.50	3.50
Command Spirit	1.00	2.00
Coup de Grace	3.00	5.00
Crick Rumrangler	1.00	2.00
Critical Blow	1.00	2.00
Deranged Makole	2.50	3.50
Dharma Burn	1.00	2.00
Diem	1.00	2.00
Disembowelment	2.50	3.50
Drunken Revelry	2.50	3.50
Dry Gulch	1.00	2.00
Eater-of-Bears	1.00	2.00
Edgewalker	1.00	2.00
Elder Stone	2.50	3.50
Elder Vampire	3.00	5.00
Enthral Rend	2.50	3.50
Entrapment	1.00	2.00
Evoke and Strike	1.00	2.00
Evan Heals-the-Past	1.00	2.00
Evasion	1.00	2.00
Eye of the Cobra	2.50	3.50
Eyes Gouged	1.00	2.00
Eyes-of-Frost	1.00	2.00
Faene Kin	2.50	3.50
Fang Dagger	5.00	7.00
Fang Jumper	1.00	2.00
Fang Necklace of Fenris	1.00	2.00
Fast Strike	2.50	3.50
Feather of the Phoenix	2.50	3.50
Fennis	1.00	2.00
Fennis' Bite	2.50	3.50
Flak Jacket	1.00	2.00
Flower of Aphrodite	2.50	3.50
Forceful Wind	1.00	2.00
Frenzy	2.50	3.50
Fur Gnarl	1.00	2.00
Gaia's Vengeance	4.00	6.00
Gangrel Ally	3.00	5.00
Garbage Food Poisoning	1.00	2.00
Geas	2.50	3.50
Gere-Hunts-the-Hunters	2.50	3.50
Gesar	1.00	2.00
Get Medieval	5.00	7.00
Glib Tongue	2.50	3.50
Golgal Fangs-First	3.00	5.00
Goll Mac Mouma	2.50	3.50
Grand Klaive	3.00	5.00
Grandfather Thunder	1.00	2.00
Greater Banishment	3.00	5.00
Grek Twice-Tongue	2.50	3.50
Greylist	2.50	3.50
Griffin	1.00	2.00
Grimfang	3.00	5.00
Growls-at-Moon	2.50	3.50
Guides-to-Truth	2.50	3.50
Gunnar Draughtbone	25.00	35.00
Harano Gloom	3.00	5.00
Head Wound	2.50	3.50
Heart of Fury	1.00	2.00
Howard Koor	1.00	2.00
Hunting Party	1.00	2.00
Icy Chill of Despair	1.00	2.00
Impregium	2.50	3.50
Inbred Disorder	1.00	2.00
Incarnate Sigil	2.50	3.50
Ivan Korda	1.00	2.00
Jack Deblitanga	25.00	35.00
Jacky Gecko	2.50	3.50
Jam Technology	1.00	2.00
Journey Onward	1.00	2.00
Jubati	1.00	2.00
Julisha of the Thousand Masks	3.00	5.00
Justice Under Gaia	1.00	2.00
Kelly Still Waters	25.00	35.00
Kinfolk - Environmental Activist	2.50	3.50
Kinfolk - Small Town Cop	2.50	3.50
Kinfolk - Soldier of Fortune	3.00	5.00
Kinfolk - TV Reporter	2.50	3.50
Kinfolk - Veterinarian	3.00	5.00
Klinal Stargazer	25.00	35.00
Klaive	2.50	3.50
Knife Wind	3.00	5.00
Lamurun	3.00	5.00
Leadership Challenge	1.00	2.00
Legendary Leadership	1.00	2.00
Lesser Banishment	1.00	2.00
Leukippes	25.00	35.00
Lone Wolf Lupo	25.00	35.00
Lord Albrecht	2.50	3.50
Lost Calling	1.00	2.00
Lucky Blow	2.50	3.50
Luna's Armor	1.00	2.00
Luna's Links	2.50	3.50
Lunar Eclipse	3.00	5.00
Mamu	3.00	5.00
Mangle	2.50	3.50
Mari Cobrah	2.50	3.50
Massive Wound	1.00	2.00
Master of the Pack	3.00	5.00
Matriarch Mourning	3.00	5.00
Merciful Blow	1.00	2.00
Mindpeak	1.00	2.00
Makole Hide	2.50	3.50
Moon Bridge Escape	1.00	2.00
Moon Sign	2.50	3.50
Morgan the Unworthy	1.00	2.00
Monihei High-Mountain	3.00	5.00
Mother Larissa	3.00	5.00
Mother's Touch	1.00	2.00
Natasha Moon Chaser	1.00	2.00
Nature Boon	1.00	2.00
Nephthys Mu'at	2.50	3.50
Nerve Cluster	1.00	2.00
No Escape	1.00	2.00
No-iri'n Ni'Dhonaill	1.00	2.00
Osinn Mac Gaelach	25.00	35.00
Old Red Eagle	25.00	35.00
Old Storm-Chaser	3.00	5.00



Piper, The	2.50	3.50
Portable Computer	3.00	5.00
Praise the Malformed	1.00	2.00
Progenitor Mage	3.00	5.00
Pumpkin Man	1.00	2.00
Questor Treefolk	1.00	2.00
Quoting the Litany	2.50	3.50
Ragnarok	1.00	2.00
Rainpiddle	1.00	2.00
Reclaiming the Stolen	1.00	2.00
Remove Gai's Blessing	2.50	3.50
Rend and Tear	1.00	2.00
Rite of Investiture	3.00	5.00
Roar of Storms	2.50	3.50
Roger Daly	3.00	5.00
Roshen One-Arm	1.00	2.00
Run Like Hell	1.00	2.00
Running Creek	1.00	2.00
Samuel Haight	2.50	3.50
Sands of Sleep	2.50	3.50
Scar Throat Leech-Killer	1.00	2.00
Scouring the Wym	1.00	2.00
Scouting Mission	1.00	2.00
Scratches-at-Fleas	2.50	3.50
Scream of Gai	1.00	2.00
Shakar	1.00	2.00
Shopsift	1.00	2.00
Shieldmate	1.00	2.00
Shogeko Hunter Moon	25.00	35.00
Shotgun	4.00	6.00
Shu Horus	25.00	35.00
Silhouette	2.50	3.50
Silver Ammo	2.50	3.50
Silver Claws	1.00	2.00
Simon Gentle	1.00	2.00
Sings-for-the-Beast	1.00	2.00
Sister Judith Paws-of-Light	2.50	3.50
Skindancer	4.00	6.00
Sneak Attack	2.50	3.50
Sofya Softkiller	1.00	2.00
Son of Moonlight	2.50	3.50
Song Chiang	2.50	3.50
Song of the Great Beast	3.00	5.00
Spear of Deceit	2.50	3.50
Spine Crushed	2.50	3.50
Spirit Drain	2.50	3.50
Spirit of the Fray	1.00	2.00
Spotlight	1.00	2.00
Stands-Like-Mountain	2.50	3.50
Stolen Wolf, The	1.00	2.00
Surprise Ally	2.50	3.50
Surprise Attack	1.00	2.00
Survivor	2.50	3.50
Susan Anthony	2.50	3.50
Syntax	1.00	2.00
Take the True Form	1.00	2.00
Taking the Death Blow	2.50	3.50
Tanzul	1.00	2.00
Teeth-of-Titanium	2.50	3.50
Thomas Kachina	2.50	3.50
Thunder Tiger	2.50	3.50
Tim Rowanree	1.00	2.00
Tribal Alliance	1.00	2.00
Tribal War	3.00	5.00
True Fear	1.00	2.00
True Silverheels	2.50	3.50
Uktena Wymloa	4.00	6.00
Umbra Escape	2.50	3.50
Victory Party	1.00	2.00
Virus-to-Wym	1.00	2.00
Vital Blow	1.00	2.00
Volcheho Iboruri	1.00	2.00
Walks-with-Might	3.00	5.00
War Paint of Wahay Ohni	2.50	3.50
Whelp Body	2.50	3.50
Wind-Across-the-Hills	1.00	2.00
Winter Wolf	1.00	2.00
Wisdom of the Seer	3.00	5.00
Wym Skin	2.50	3.50
Wym Slayer, Ronin Garou	3.00	5.00
Wym Taint	2.50	3.50
Yuri Ivanovich	25.00	35.00
Zachary Ellison	2.50	3.50

#### UMBRA EXPANSION

Full Set (90 cards)	\$40.00	60.00
Booster Pack (12 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00
Unlisted Common cards	15	40
Unlisted Uncommon cards	75	125
Amanda Withers-in-Sun	1.50	2.50
Banishment by the Council	2.50	3.50
Battleground, The	10.00	15.00
Bjorn-Blood-from-Stone	1.50	2.50

Caern of Bygone Visions	1.00	2.00
Caern of Ichijo Madonbashi	1.00	2.00
Caern of the Painted Sands	1.00	2.00
Caernsandra Shadow-Watcher	1.50	2.50
Caern of the Weeping Daughter	1.00	2.00
Childing	1.50	2.50
Deep Journey	1.00	2.00
Dreamspeaker Mage	3.00	5.00
Dr. Stephen "Mindbender" Garrison	1.50	2.50
Faerie Armor	1.50	2.50
Flux	10.00	15.00
Heart of Midnight	2.50	3.50
Jennifer Moon-Wizened	1.00	2.00
Ka Spirit	1.50	2.50
Laughs-at-Death	1.50	2.50
Legendary	10.00	15.00
Memory Ribbon	1.50	2.50
Naomi	1.50	2.50
Nexus Crawler	2.50	3.50
Nightmaster	1.50	2.50
Pack Reprimand	4.00	6.00
Pangea	10.00	15.00
Pehrov Tzarovitch	1.50	2.50
Phantasmi	1.00	2.00
Rite of Realm Binding	1.50	2.50
Runs-without-Pack	1.50	2.50
Sees-through-Stars	1.00	2.00
Step Sideways	1.50	2.50
Shakey Mac	2.00	3.00
Stuck Sideways	1.00	2.00
Summer Country	10.00	15.00
Umbra Wave	2.00	3.00
Wahya-Ohni	1.50	2.50
Wyldestorm	2.50	3.50



#### WYRM-FANGTHANE BLOODJAW

#### WYRM EXPANSION

WHITE WOLF-1995		
Full Set (186)	\$150.00	175.00
(Set Price includes six Ultra-Rare chase cards)		
Booster Pack (15 cards)	2.25	2.50
Booster Box (24 packs)	50.00	60.00
Unlisted Common cards	15	40
Unlisted Uncommon cards	75	150
Unlisted Rare cards	2.00	3.00
Alonzo Montoya	R	4.00
Amella	R	2.00
Beast-of-War	U	1.25
Breath of the Defiled	R	3.00
Caern of Rhythiku	R	3.00
Caern of the Blood God	R	3.00
Caern of the Unwashed Child	R	3.00
Chainsaw	R	3.00
Churjuro's Tusk	UR	12.00
Court Vladimir Rustovich	UR	18.00
Cult Leader	R	2.00
Defiler	U	1.25
Eater-of-Souls	U	1.25
Enticer	R	3.00
FBI Investigation	R	2.00
Friends in High Places	U	1.25
General, The	R	4.00
Glade Child	U	1.25
Heart Breaker	R	3.00
Hunts at Night	U	1.25
Incarna Avatar	R	2.00
Kills the Weak	U	1.25
Kiss of the Wym	R	3.00
Latoria the Temptress	U	1.25
Longtooth Soulfighter	R	3.00
Lord of the Realm	R	2.00
Mage's Talisman	R	4.00
Malfess	UR	12.00

Mookmaw	UR	12.00
Morgen	R	2.00
Mr. Iquana	U	1.25
Pentex Executive & Limousine	R	2.00
Priest	U	1.25
Psychotic Hallucination	R	2.00
Psychotic Stalker	R	2.00
Red Alert	U	1.25
Red-Headed Stepchild	R	3.00
Renegade Werewolf Hunter	U	1.25
Rent Assunder	R	3.00
Roar of the Wym	U	1.25
Skin of the Hellbound	U	1.50
Snickers	U	1.25
Spiritual Revelation	R	2.00
Subjugation of Gai	U	1.25
Survival Nur	U	1.25
Sybil	U	1.25
T.F. MacNeil	R	3.00
Taannik	R	3.00
Telemarketing Campaign	U	1.50
Toga of Dionysius	U	1.25
Totem Form	R	2.00
Trinity Hive Caern	UR	12.00
Vampire Blood	R	3.00
Zhyznak	UR	12.00

#### REDEMPTION

CACTUS GAME DESIGN-1995

Full Set (300 cards)	\$200.00	250.00
Starter Deck (50 cards)	7.00	9.00
Starter Box (5 dual decks)	80.00	100.00
Booster Pack (8 cards)	1.25	1.75
Booster Box (60 packs)	70.00	90.00

#### RED ZONE

DONRUSS-1995

Full Set (336 cards)	\$200.00	300.00
Starter Deck (80 cards)	9.00	10.00
Starter Dual Set (160 cards)	18.00	20.00
Starter Box (5 dual decks)	90.00	100.00
Booster Pack (12 cards)	2.25	2.75
Booster Box (36 packs)	80.00	95.00
Unlisted Very Common Cards	10	30
Unlisted Common Cards	20	75
Unlisted Uncommon Cards	1.00	2.00

Name	Rarity	
Aikman, Troy	R	8.00
Allen, Marcus	U	2.00
Ballard, Howard	R	2.00
Bennett, Cornelius	R	3.00
Bennett, Edgar	R	3.00
Bennett, Tony	R	2.00
Bernstine, Rob	R	2.00
Bledsoe, Drew	U	8.00
Bono, Steve	C	75
Brown, Chad	R	2.00
Brown, Dave	C	50
Brown, Gary	U	1.50
Brown, Lomas	R	2.00
Brown, Tim	R	3.00
Bruce, Isaac	C	75
Buchanan, Ray	R	2.00
Burnett, Rob	R	2.00
Coates, Ben	R	3.00
Conway, Curtis	C	75
Cunningham, Randall	U	2.00
Del Rio, Jack	R	2.00
Diifer, Trent	U	2.00
Dishman, Cris	R	2.00
Ellard, Henry	R	2.00
Elwoy, John	R	7.00
Esiason, Boomer	C	50
Everett, Jim	U	1.50
Faulk, Marshall	R	12.00
Fina, John	R	2.00
Floyd, William	U	1.50
Fryar, Irving	R	2.00
Fuller, William	R	2.00
George, Jeff	R	6.00
Green, Darrell	R	2.00
Greene, Kevin	R	4.00
Haley, Charles	R	3.00
Hampton, Rodney	C	75
Hanks, Merton	R	3.00
Harbaugh, Jim	U	1.50
Harvey, Ken	R	2.00
Heard, Garrison	U	1.50
Heard, Leray	R	3.00
Hopkins, Brad	R	2.00
Hostetler, Jeff	C	50
Hurst, Maurice	R	3.00
Irvine, Michael	R	6.00
Ismail, Rocket	R	2.00
Jackson, Greg	R	2.00

Johnson, Charles	U	1.50
Johnson, D.J.	R	3.00
Jones, Sean	R	2.00
Kelly, Jim	R	6.00
Kirby, Terry	R	3.00
Lewis, Mo	R	2.00
Lloyd, Greg	R	5.00
Marino, Dan	R	12.00
Martin, Tony	U	1.50
Martin, Wayne	R	2.00
Mathis, Terence	R	3.00
McDaniel, Terry	R	2.00
McDuffie, O.J.	U	1.50
McGlockton, Chester	R	2.00
Means, Nathane	R	5.00
Miller, Anthony	R	3.00
Mims, Chris	R	2.00
Mirer, Rick	U	1.50
Mitchell, Scott	C	25
Moon, Warren	R	5.00
Moore, Herman	R	5.00
Norton, Ken	R	4.00
Novacek, Jay	R	3.00
O'Donnell, Neil	C	75
O'Neal, Leslie	R	2.00
Palmalee, Bernie	C	75
Pennmann, Brett	U	1.50
Pickens, Carl	U	2.50
Randle, John	R	2.00
Reed, Andre	R	3.00
Rhett, Erict	C	1.50
Rice, Jerry	R	10.00
Roaf, Willie	R	2.00
Sanders, Barry	R	8.00
Scott, Darnay	R	4.00
Searcy, Leon	R	2.00
Seau, Junior	R	4.00
Shuler, Heath	U	2.50
Slade, Chris	R	2.00
Smith, Bruce	R	3.00
Smith, Neil	R	2.00
Stubbfield, Dana	R	2.00
Taylor, John	R	3.00
Thomas, William	R	2.00
Tuinei, Mark	R	2.00
Tumbull, Renaldo	R	2.00
Turner, Eric	R	2.00
Vincent, Troy	R	2.00
Wallace, Steve	R	2.00
Warren, Chris	R	4.00
Webb, Richmond	R	2.00
White, Reggie	R	4.00
Whitfield, Bob	R	2.00
Widell, Doug	R	2.00
Williams, Aeneas	R	2.00
Williams, David	R	2.00
Williams, Harvey	C	50
Wolford, Willy	R	2.00
Wooden, Terry	R	2.00
Woodson, Rod	R	4.00
Wolford, Donnell	R	2.00
Young, Steve	R	10.00
Zordich, Michael	R	2.00

#### SHADOWFIST

DAEDALUS GAMES-1995

Full Set (325 cards)	\$200.00	275.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (12 cards)	2.50	3.00
Booster Box (38 packs)	85.00	110.00

#### NETHERWORLD EXPANSION

DAEDALUS GAMES-1995

Full Set (140 cards)	\$75.00	125.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	80.00	100.00

#### SIMCITY

HAVERFAIR GAMES-1995

Full Set (517 cards)	\$300.00	350.00
Starter Deck (60 cards)	7.00	8.00
Starter Box (10 decks)	65.00	80.00
Booster Pack (15 cards)	2.00	2.25
Booster Box (36 packs)	60.00	80.00

#### SPELLFIRE

TSR-1994

Full 1st Ed. Set (445 cards)	\$150.00	225.00
(Set price includes 25 booster exclusive cards)		
1st Ed. Starter Deck (110 cards)	8.00	10.00
1st Ed. Starter Box (6 dual decks)	450.00	60.00
1st Ed. Booster Pack (15 cards)	1.25	1.50
1st Ed. Booster Box (36 packs)	40.00	50.00
Full No Ed. Set (400-Cons Only)		





No Ed. Starter Deck (55 cards)	•	•
No Ed. Starter Box (10 decks)	•	•
Full 2nd Edition Set (420 cards)	140.00	200.00
2nd Ed. Starter Deck (110 cards)	8.00	10.00
2nd Ed. Starter Box (6 decks)	45.00	60.00
2nd Ed. Booster Pack (15 cards)	1.50	1.75
2nd Ed. Booster Box (36 packs)	50.00	60.00

Invisibility	1.50	2.50
Midnight Goddess of Magic	1.50	2.50
Potion of Firebreathing	1.50	2.50
Siege!	1.50	2.50
So-ut	1.50	2.50

### ARTIFACTS EXPANSION

TSR-1995		
Full Set (100 cards)	\$60.00	80.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00

### RAVENLOFT EXPANSION

TSR-1994		
Full Set (100 cards)	\$80.00	110.00
Booster Pack (15 cards)	1.50	1.75
Booster Box (36 packs)	50.00	60.00

### DRAGONLANCE EXPANSION

TSR-1994		
Full Set (125 cards)	\$75.00	100.00
(Set price includes 25 booster-exclusive cards)		
Booster Pack (15 cards)	1.50	1.75
Booster Box (36 packs)	50.00	60.00

### FORGOTTEN REALMS EXPANSION

TSR-1994		
Full Set (125 cards)	\$90.00	130.00
(Set price includes 25 booster-exclusive cards)		
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00

### STAR OF THE GUARDIANS

MAG FORCE 7-1995		
Full Set (325 cards)	\$70.00	100.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (12 decks)	80.00	100.00
Booster Pack (14 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00

### STAR QUEST: THE REGENCY WARS

COMIC IMAGES-1995		
Full Set (325 cards)	\$250.00	375.00
Starter Deck (53 cards)	\$8.00	10.00
Starter Box (10 decks)	90.00	110.00
Booster Pack (15 cards)	2.50	3.50
Booster Box (36 packs)	85.00	110.00

### STAR TREK: THE NEXT GENERATION LIMITED

DECIPHER-1994		
Full Set (363 cards)	\$750.00	1,000.00
Starter Deck (60 cards)	18.00	25.00
Starter Box (12 decks)	200.00	300.00
Booster Pack (15 cards)	8.00	12.00
Booster Box (36 packs)	250.00	400.00
Unlisted Common cards	.30	.60
Unlisted Common Personnel cards	.75	1.50

Cards are black-bordered.

Albert Einstein	5.00	8.00
Alexander Rozhenko	1.25	2.00
Altidar Jarok	5.00	8.00
Alien Groupie	3.50	5.00
Alien Parasites	1.50	2.50
Alien Probe	1.50	2.50
Alyanna Nechayev	4.00	6.00
Alyssa Ogawa	1.25	2.00
Amanda Rogers	1.50	2.50
Amarie	1.25	2.00
Ancient Computer	8.00	12.00
Anti-Time Anomaly	6.00	10.00
Armus-Skin of Evil	8.00	12.00
Auto-Destruct Sequence	1.50	2.50
Avert Disaster	4.00	6.00

B'Etor	10.00	15.00
Bo'al	2.25	3.00
Barclay's Protoplasmic Disease	6.00	10.00
Betzaid Gift Box	8.00	12.00
Beverly Crusher	18.00	25.00
Bochra	2.25	3.00
Bok	1.25	2.00
Borg Ship	12.00	20.00
Bynars Weapon Enhancement	7.00	10.00
Cloaked Mission	1.50	2.50
Cosmic String Fragment	1.25	2.00
Crosis	8.00	12.00
Crystalline Entity	6.00	8.00
Cultural Observation	3.50	5.00
Cytherians	4.00	6.00
Data	30.00	40.00
Decanna Trail	20.00	30.00
Devil, The	7.00	10.00
Devonion Ral	1.50	2.50
Devoras	8.00	12.00
Distortion Field	1.50	2.50
Distortion of...Continuum	2.25	3.00
Divok	1.50	2.50
Dr. La Forge	5.00	7.00
Dr. Leah Brahms	5.00	7.00
Dr. Selar	1.50	2.50
Dukath	1.50	2.50
Duras	8.00	12.00
E-Adrel Creature	1.50	2.50
Engineering Kit	1.50	2.50
Etana Jal	1.50	2.50
Evocation	1.50	2.50
Evaluate Terraforming	4.00	6.00
Exocomp	1.25	2.00
Explore Black Cluster	2.50	3.50
Explore Dyson Sphere	3.50	5.00
Explore Typhane Expanse	3.25	4.00
Expose Covert Supply	1.50	2.50
Extraction	5.00	8.00
Federation Outpost	1.25	2.00
Fek'Ihr	1.50	2.50
First Contact	1.50	2.50
Fleet Admiral Shanthi	1.50	2.50
Full Planer Scan	2.25	3.00
Gaps in Normal Space	1.25	2.00
Genetronic Replicator	2.25	3.00
Geordi La Forge	18.00	25.00
Goddess of Empathy	5.00	8.00
Gowron	12.00	18.00
Gravitic Mine	1.50	2.50
Haakona	8.00	12.00
Hannah Bates	1.25	2.00
Holo-Projectors	1.25	2.00
Hologram Ruse	1.50	2.50
Honor Challenge	5.00	8.00
Horgo'hn	12.00	18.00
Hugh	12.00	18.00
Hunt for DNA Program	3.50	5.00
Husnock Ship	2.25	3.00
Hyper-Aging	1.50	2.50
I.K.C. Bortas	8.00	10.00
I.K.C. Buruk	7.00	10.00
I.K.C. Hegh'ta	7.00	10.00
I.K.C. K'Var	1.50	2.50
I.K.C. Pagh	7.00	10.00
I.K.C. Qu'Var	7.00	10.00
Iconia Investigation	3.50	5.00
Incoming Message-Federation	3.25	4.00
Incoming Message-Klingon	2.25	3.00
Incoming Message-Romulan	2.25	3.00
Interphase Generator	8.00	12.00
Investigate Alien Probe	4.00	6.00
Investigate Disappearance	4.00	6.00
Investigate Disturbance	4.00	6.00
Investigate Massacre	4.00	6.00
Investigate Raid	3.50	5.00
Investigate Rogue Comet	3.25	4.00
Investigate "Shattered Space"	3.50	5.00
Investigate Sighting	2.50	3.50
Investigate Time Continuum	3.50	5.00
Ishara Yar	2.25	3.00
Jaglon Shrek-Information Broker	5.00	8.00
Jean-Luc Picard	40.00	60.00
Jenna D'Sora	1.50	2.50
Jo'Bnil	1.25	2.00
K'Ehleyr	7.00	10.00
K'Voda	1.25	2.00
Kahless	6.00	8.00
Kargon	5.00	8.00
Kell	1.50	2.50
Kevin Uxbridge	1.50	2.50
Khazara	8.00	12.00
Khtomer Research	3.50	5.00
Kivas Fajo-Collector	2.25	3.00
Klingon Death Yell	6.00	8.00
Korath	1.50	2.50
Korris	1.50	2.50
Ktorian Game	4.00	6.00
Kurak	5.00	8.00
Kurlan Naikos	8.00	12.00
Kurn	7.00	10.00
L'Kar	1.25	2.00
Leah Brahms	5.00	8.00
Life-Form Scan	1.50	2.50
Lore Returns	8.00	12.00
Lore's Fingernail	7.00	10.00
Lursa	10.00	15.00
Lwaxanna Troi	8.00	12.00
McKnight	1.50	2.50
Medical Relief	3.50	5.00
Medical Tricorder	1.25	2.00
Mendak	6.00	10.00
Mercenary Ship	2.25	3.00
Mirak	1.50	2.50
Morgan Bateson	5.00	8.00
Mot the Barber	1.50	2.50
Movar	1.50	2.50
N'Vek	1.25	2.00
Nagilum	6.00	8.00
Namik	2.25	3.00
Near-Warp Transport	1.25	2.00
Neela Daren	8.00	12.00
Neural Servo Device	1.50	2.50
New Contact	3.50	5.00
Nikolai Rozhenko	1.50	2.50
Nitrium Metal Parasites	2.25	3.00
Norah Sazie	1.50	2.50
Nu'Daq	1.50	2.50
Null Space	1.50	2.50
Nutritional Shields	1.25	2.00
Oxett	2.25	3.00
Pardek	2.25	3.00
Porem	1.50	2.50
Pegasus Search	3.50	5.00
Pi	5.00	8.00
Plunder Site	1.50	2.50
Portal Guard	1.25	2.00
Q	10.00	15.00
Q2	3.50	5.00
Radioactive Garbage Scow	1.50	2.50
Raise the Stakes	1.25	2.00
Rebel Encounter	1.50	2.50
Reginald Barclay	8.00	12.00
Relief Mission	1.25	2.00
REM Fatigue Hallucinations	2.25	3.00
Restore Errant Moon	2.25	3.00
Richard Galen	5.00	8.00
Riva	1.50	2.50
Ro Laren	8.00	12.00
Roga Danar	10.00	15.00
Sarek	10.00	15.00
Sarjenka	4.00	6.00
Sarthong Plunder	3.25	4.00
Satellit	7.00	10.00
Secret Salvage	1.50	2.50
Seek Life-Form	3.50	5.00
Sela	10.00	15.00
Shaka, When the Walls Fell	1.50	2.50
Shelby	7.00	10.00
Sir Isaac Newton	8.00	12.00
Sirra Kolami	1.50	2.50
Soren	1.50	2.50
Strategic Diversion	1.25	2.00
Study "Hole in Space"	3.25	4.00
Study Lanka Pulsar	3.50	5.00
Study Nebula	3.50	5.00
Supernova	7.00	10.00
Survey Mission	4.00	6.00
T'Pol	1.50	2.50
Talrik	1.25	2.00
Tom Elbrun	6.00	10.00
Tarellian Plague Ship	1.50	2.50
Tosha Yar	10.00	15.00
Tebak	1.25	2.00
Telepathic Alien Kidnappers	2.25	3.00
Temporal Causality Loop	4.00	6.00
Temporal Rift	1.50	2.50
Test Mission	1.25	2.00
Thomas Riker	12.00	18.00
Thought Maker	10.00	15.00
Time Travel Pad	5.00	8.00
Tokath	1.50	2.50
Tornalby	7.00	10.00
Ton	1.25	2.00
Trank	1.50	2.50
Trani	1.25	2.00
Treth	6.00	10.00
Tricorder	8.00	12.00
Tricorder Adapt	1.25	2.00
Tricorder Endorsement	2.25	3.00
Tsolkovsky Infecter	4.00	6.00
Two-Dimensional Creatures	2.25	3.00

U.S.S. Brittain	8.00	12.00
U.S.S. Enterprise	30.00	50.00
U.S.S. Excelsior	1.50	2.50
U.S.S. Galaxy	1.50	2.50
U.S.S. Hood	8.00	12.00
U.S.S. Phoenix	8.00	12.00
U.S.S. Sunterland	2.50	3.50
U.S.S. Yamato	8.00	12.00
Vagh	1.50	2.50
Varon-T Disruption	8.00	12.00
Vash	8.00	10.00
Vulcan Mindmeld	1.25	2.00
Vulcan Stone of Gol	12.00	18.00
Warp Core Breach	3.50	5.00
Wesley Crusher	18.00	25.00
William T. Riker	20.00	30.00
Wind Dancer	4.00	6.00
Worf	20.00	30.00
Wormhole Negotiations	4.00	6.00

### STAR TREK: THE NEXT GENERATION UNLIMITED

DECIPHER-1995		
Full Set (363 cards)	\$225.00	300.00
Starter Deck (60 cards)	7.00	10.00
Starter Box (12 decks)	80.00	110.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	80.00	100.00

Cards are white-bordered  
Single Cards are 0.25-0.35 Limited Prices

### ALTERNATE UNIVERSE EXPANSION

TSR-1994		
Full Set (121)	\$70.00	100.00
Booster Pack (15 cards)	2.75	3.25
Booster Box (36 packs)	90.00	110.00



### STAR WARS-LABRIA

#### STAR WARS

DECIPHER 1995		
Full Set (324 cards)	•	•
Starter Deck (60 cards)	9.00	10.00
Starter Deck Box (10 decks)	90.00	100.00
Booster Pack (15 cards)	3.00	3.50
Booster Box (36 packs)	95.00	120.00
Unlisted Common cards	.15	.50

A Disturbance In The Force	U	1.50	2.50
A Tremor in the Force	U	1.50	2.50
Admiral Motti	R	2.00	4.00
Affect Mind	R	4.00	6.00
Alderaan	R	4.00	6.00
Alderaan	U	1.00	2.00
Alter	U	1.50	2.50
Alter	U	1.50	2.50
Assault Rifle	R	2.00	4.00
Bantha	U	1.00	2.00
Beggar	R	4.00	6.00
Beru Lars	U	1.00	2.00
Beru Stew	U	1.00	2.00
Biggs Darklighter	R	2.00	4.00
Black 2	R	4.00	6.00
Black 3	U	1.50	2.50
Blast Door Controls	U	1.00	2.00
Blastor Rack	U	1.50	2.50
Blastor Scope	U	1.50	2.50
Boosted TIE Blaster Cannon	U	1.50	2.50
Boring Conversation Anyway	R	4.00	6.00
BoShek	U	1.50	2.50
C-3PO	R	6.00	9.00
Collier	U	1.00	2.00
Contina Brawl	R	4.00	6.00
Charming to the Last	R	2.00	4.00



Chief Bast	U.	1.50	2.50
Circle is Now Complete	R.	4.00	6.00
Colonel Wulff Yularen	U.	1.50	2.50
Commander Proji	U.	1.00	2.00
Corellian Corvette	U.	1.00	2.00
Crash Site Memorial	U.	1.50	2.50
Dantooine	U.	1.50	2.50
Dantooine	U.	1.50	2.50
Dark Collaboration	R.	4.00	6.00
Dark Hours	U.	1.00	2.00
Dark Jedi Lightsaber	U.	1.50	2.50
Dark Jedi Presence	R.	4.00	6.00
Darth Vader	R.	7.00	10.00
Dathcha	U.	1.50	2.50
Death Star Plans	R.	4.00	6.00
Death Star Sentry	U.	1.50	2.50
Death Star: Central Core	U.	1.00	2.00
Death Star: DBCR	U.	1.00	2.00
Death Star: Lvl 4 Mil. Cor.	U.	1.50	2.50
Death Star: Trash Comp.	U.	1.50	2.50
Death Star: War Room	U.	1.00	2.00
Demotion	R.	2.00	4.00
Devastator	R.	4.00	6.00
Dice Ibegon	R.	2.00	4.00
Disarmed	R.	4.00	6.00
Disarmed	R.	4.00	6.00
Djas Puh	R.	2.00	4.00
Don't Get Cocky	R.	4.00	6.00
Dr. Evazan	R.	2.00	4.00
DS-61-2	U.	1.50	2.50
DS-61-3	R.	4.00	6.00
Dutch	R.	4.00	6.00
EG-6	U.	1.00	2.00
EG-6	U.	1.00	2.00
Elis Helrot	U.	1.00	2.00
Emergency Deployment	U.	1.50	2.50
Empire's Back, The	U.	1.50	2.50
Escape Pod	U.	1.00	2.00
Evacuate?	U.	1.00	2.00
Expand the Empire	R.	4.00	6.00
Eyes in the Dark	U.	1.50	2.50
Fear Will Keep Them In Line	R.	2.00	4.00
Feltpem Trevoga	U.	1.50	2.50
Figrin D'an	U.	1.00	2.00
FD6-RA-7	R.	4.00	6.00
Force is Strong With This One	R.	2.00	4.00
Full Scale Alert	U.	1.00	2.00
Full Throttle	R.	2.00	4.00
Garindan	R.	2.00	4.00
General Dodonna	U.	1.50	2.50
General Tagge	R.	2.00	4.00
Gift of the Mentor	R.	4.00	6.00
Gold 1	R.	2.00	4.00
Gold 5	R.	2.00	4.00
Grand Moff Tarkin	R.	4.00	6.00
Gravel Storm	U.	1.00	2.00
Han Seeker	R.	2.00	4.00
Han Solo	R.	7.00	10.00
Han's Back	U.	1.00	2.00
Han's Heavy Blaster Pistol	R.	2.00	4.00
Help Me Obi-Wan Kenobi	R.	4.00	6.00
How Did We... this Mess?	U.	1.00	2.00
Hydroponics Station	U.	1.00	2.00
I Find Your... Disturbing	R.	4.00	6.00
I Have You Now	R.	2.00	4.00
I've Lost Artoo!	U.	1.50	2.50
Imperial-Class Star Destroyer	U.	1.50	2.50
Into Garbage Chute, Flyboy	R.	2.00	4.00
Ion Cannon	U.	1.50	2.50
Jawa Pack	U.	1.50	2.50
Jawa Sista	U.	1.50	2.50
Jedi Lightsaber	U.	1.50	2.50
Jedi Presence	R.	4.00	6.00
Jedi Porkins	U.	1.50	2.50
Juni Juice	R.	2.00	4.00
Kaba	R.	4.00	6.00
K'lor'slug	U.	1.50	2.50
Kala	R.	4.00	6.00
Kal'Falni C'ndros	R.	2.00	4.00
Kessel Run	R.	2.00	4.00
Kessel	U.	1.00	2.00
Kessel	U.	1.00	2.00
Kink Kead'kak	R.	4.00	6.00
Kroyt Dragon Howl	R.	4.00	6.00
Labria	R.	2.00	4.00
Laser Projector	U.	1.00	2.00
Lateral Damage	R.	2.00	4.00
Leasub Sirin	R.	2.00	4.00
Leia Organa	R.	7.00	10.00
Leia's Back	U.	1.00	2.00
Leia's Sporting Blaster	U.	1.50	2.50
Lieutenant Tanbis	U.	1.00	2.00
Light Repeating Blaster Rifle	R.	4.00	6.00
Lightsaber Proficiency	R.	4.00	6.00
Limited Resources	U.	1.00	2.00
Local Trouble	R.	4.00	6.00
Lone Pilot	R.	2.00	4.00
Lone Warrior	R.	2.00	4.00

WENT UP

WENT DOWN

HEAVILY TRADED

Look Sir, Droids	R.	4.00	6.00
Luke Seeker	R.	2.00	4.00
Luke Skywalker	R.	7.00	10.00
LUKE! LUUUKE!	U.	1.50	2.50
Luke's Back	U.	1.00	2.00
Luke's X-34 Landspeeder	U.	1.50	2.50
M'nyoom Oniith	U.	1.00	2.00
Mantellian Savrip	R.	2.00	4.00
Millennium Falcon	R.	6.00	9.00
Molator	R.	4.00	6.00
Momom Nadon	U.	1.00	2.00
Moment of Triumph	R.	2.00	4.00
Move Along	R.	4.00	6.00
MSE-6 "Mouse" Droid	U.	1.50	2.50
Mya	R.	2.00	4.00
Nabun Leids	U.	1.00	2.00
Nevan Yalini	R.	2.00	4.00
Nighfall	U.	1.50	2.50
Noble Sacrifice	R.	2.00	4.00
Obi-Wan Kenobi	R.	6.00	9.00
Obi-Wan's Cape	R.	4.00	6.00
Obi-Wan's Lightsaber	R.	4.00	6.00
Observation Holocam	U.	1.00	2.00
On the Edge	R.	2.00	4.00
Organa's Cer. Necklace	R.	4.00	6.00
Our Most Desperate Hour	R.	4.00	6.00
Out of Nowhere	U.	1.00	2.00
Owen Lars	U.	1.50	2.50
Panic	U.	1.50	2.50
Physical Choze	R.	4.00	6.00
Plastoid Armor	U.	1.00	2.00
Panda Baba	U.	1.50	2.50
Pops	U.	1.50	2.50
Presence of the Force	R.	4.00	6.00
Prophethess	U.	1.50	2.50
Quad Laser Cannon	U.	1.50	2.50
Reactor Terminal	U.	1.00	2.00
Rebel Planners	R.	2.00	4.00
Red 1	U.	1.50	2.50
Red 3	R.	2.00	4.00
Red Leader	R.	4.00	6.00
Restricted Deployment	U.	1.50	2.50
Return of a Jedi	U.	1.00	2.00
Revolution	R.	4.00	6.00
Rycar Ryjerd	U.	1.50	2.50
Sandcrawler	R.	2.00	4.00
Sandcrawler	R.	2.00	4.00
Send a Detachment Down	R.	4.00	6.00
Sense	U.	1.50	2.50
Sense	U.	1.50	2.50
Skywalkers	R.	4.00	6.00
Solo Han	R.	2.00	4.00
Spaceport Speeders	U.	1.00	2.00
Special Modifications	U.	1.50	2.50
Sunsdown	U.	1.50	2.50
Tactical Re-Call	R.	2.00	4.00
Tagge Seeker	R.	2.00	4.00
Targeting Computer	U.	1.50	2.50
Tarkin Seeker	R.	2.00	4.00
Tatooine: Cantina	R.	2.00	4.00
Tatooine: Cantina	R.	2.00	4.00
Tatooine: Lars' Moisture Farm	U.	1.00	2.00
Tatooine: Mos Eisley	U.	1.00	2.00
Tatooine: Obi-Wan's Hut	R.	4.00	6.00
Thank the Maker	R.	2.00	4.00
This is All Your Fault	U.	1.50	2.50
TIE Advanced x1	U.	1.00	2.00
TIE Fighter	C.	50	75
Tonnika Sisters	R.	4.00	6.00
Traffic Control	U.	1.00	2.00
Trinto Duaba	U.	1.50	2.50
Trooper Charge	U.	1.00	2.00
Turbolaser Battery	R.	2.00	4.00
Tusken Breath Mask	U.	1.50	2.50
2X-3KPR	U.	1.50	2.50
Utinni I	R.	4.00	6.00
Utinni I	R.	4.00	6.00
Vader's Custom TIE	R.	4.00	6.00
Vader's Eye	R.	4.00	6.00
Vader's Lightsaber	R.	4.00	6.00
Warrior's Courage	R.	2.00	4.00
We're All Gonna... Thinner!	R.	4.00	6.00
WED-9-M1 Bantha Droid	R.	2.00	4.00
WED15-1662 Treadwell Dtd.	R.	2.00	4.00
Wrelog	U.	1.50	2.50
Wrong Turn	U.	1.50	2.50
Wuher	U.	1.00	2.00
Yavin 4: Jungle	U.	1.00	2.00
Yavin 4: Massassi War Rm.	U.	1.00	2.00
Yavin 4: Massassi Throne Rm.	R.	4.00	6.00
Yavin Sentry	U.	1.00	2.00
Yerka Miq	U.	1.50	2.50
Your Eyes Can Deceive You	U.	1.50	2.50
Your Powers... Old Man	R.	4.00	6.00

## SUPER DECK!

CARD STARS-1994

Full Set (160 cards)	\$30.00	50.00
Starter Deck (60 cards)	3.00	5.00
Starter Box (10 decks)	30.00	50.00
Booster Pack	NONE	

## SUPER NOVA

HEARTBREAKER NOBBIES-1995

Full Set (165 cards)	2.00	3.00
Booster Pack (18 cards)	2.00	3.00
Booster Box (36 packs)	70.00	90.00

## TOP OF THE ORDER

BOHMOSS-1995

Full Set (336 cards)	\$200.00	300.00
Starter Deck (80 cards)	9.00	10.00
Starter Dual Set (160 cards)	18.00	20.00
Starter Box (5 dual decks)	90.00	100.00
Booster Pack (12 cards)	2.25	2.75
Booster Box (36 packs)	80.00	95.00
Unlisted Very Common Cards	10	30
Unlisted Common Cards	25	75
Unlisted Uncommon Cards	1.00	2.00

Name	Rarity		
Alomar, Roberto	R.	4.00	6.00
Alomar, Sandy Jr.	R.	2.00	4.00
Alou, Moises	R.	2.00	4.00
Appter, Kevin	R.	2.00	3.00
Ayala, Bobby	R.	2.00	3.00
Baergo, Carlos	R.	4.00	6.00
Bagwell, Jeff	U.	2.50	3.50
Bell, Derek	R.	2.00	3.00
Belle, Albert	R.	6.00	10.00
Bichette, Dante	R.	3.00	4.00
Baggs, Wade	R.	3.00	4.00
Bonds, Barry	R.	6.00	10.00
Bonilla, Bobby	U.	1.50	2.50
Boone, Bret	R.	2.00	3.00
Brantley, Jeff	R.	2.00	3.00
Canseco, Jose	U.	1.50	2.50
Carter, Joe	R.	3.00	5.00
Clark, Will	R.	3.00	4.00
Clemens, Roger	U.	75	1.50
Coleman, Vince	R.	2.00	3.00
Cone, David	U.	1.50	2.50
Conine, Jeff	R.	2.00	3.00
Davis, Chili	R.	2.00	3.00
Discaria, Gary	R.	2.00	3.00
Dunston, Shawon	R.	2.00	3.00
Eckersley, Dennis	C.	75	1.50
Edmonds, Jim	R.	3.00	5.00
Fielder, Cecil	U.	1.50	2.50
Finley, Steve	R.	2.00	3.00
Fryman, Travis	U.	1.50	2.50
Galaraga, Andres	R.	2.00	4.00
Gant, Ron	R.	2.00	4.00
Gilkey, Bernard	R.	2.00	3.00
Glavine, Tom	U.	1.50	2.50
Gonzalez, Juan	C.	75	1.50
Goodwin, Curtis	R.	2.00	3.00
Goodwin, Tom	R.	2.00	3.00
Grace, Mark	R.	2.00	4.00
Griffey, Ken Jr.	R.	12.00	20.00
Guillen, Ozzie	R.	2.00	3.00
Gwynn, Tony	R.	5.00	8.00
Hammond, Chris	R.	2.00	3.00
Henderson, Rickey	U.	1.50	2.50
Henke, Tom	R.	2.00	3.00
Henneman, Mike	R.	2.00	3.00
Johnson, Randy	R.	3.00	5.00
Jones, Chipper	C.	6.00	8.00
Jones, Todd	R.	2.00	3.00
Jordan, Brian	R.	2.00	3.00
Jaymer, Wally	R.	2.00	3.00
Justice, David	R.	3.00	5.00
Kanos, Eric	R.	2.00	4.00
Klesko, Ryan	U.	1.50	2.50
Knoabloch, Chuck	R.	2.00	4.00
Larkin, Barry	R.	2.00	4.00
Lofan, Kenny	R.	5.00	8.00
Maddux, Greg	R.	8.00	12.00
Martinez, Edgar	R.	2.00	4.00
Martinez, Pedro	R.	2.00	3.00
Mattlingly, Don	R.	7.00	10.00
McGriff, Fred	R.	3.00	5.00
McGuire, Mark	R.	3.00	4.00
McLemore, Mark	R.	2.00	3.00
McRae, Brian	R.	2.00	3.00
Molitor, Paul	C.	75	1.50
Mondesi, Raul	R.	5.00	8.00
Murray, Eddie	R.	2.00	4.00
Mussina, Mike	U.	1.50	2.50
Noehring, Tim	R.	2.00	3.00
Nomo, Hideo	R.	10.00	15.00
Palmeiro, Rafael	R.	2.00	4.00

Palmer, Dean	R.	2.00	4.00
Percival, Troy	R.	2.00	3.00
Piazza, Mike	R.	7.00	10.00
Plesac, Dan	R.	2.00	3.00
Plunk, Eric	R.	2.00	3.00
Puckett, Kirby	R.	7.00	10.00
Ramirez, Manny	R.	5.00	8.00
Reed, Steve	R.	2.00	3.00
Ripken, Cal	R.	12.00	20.00
Risley, Bill	R.	2.00	3.00
Roberts, Bip	R.	2.00	3.00
Rodriguez, Alex	C.	75	1.50
Rodriguez, Ivan	R.	2.00	4.00
Saberhagen, Bret	U.	1.50	2.50
Salmon, Tim	R.	4.00	6.00
Sanders, Deion	R.	4.00	6.00
Sanders, Reggie	R.	2.00	4.00
Schilling, Curt	R.	2.00	3.00
Scott, Tim	R.	2.00	3.00
Sheffield, Gary	R.	2.00	4.00
Smith, Lee	R.	2.00	4.00
Smith, Ozzie	U.	2.50	3.50
Smoltz, John	R.	2.00	4.00
Sosa, Sammy	R.	2.00	4.00
Stottlemire, Todd	R.	2.00	3.00
Thomas, Frank	R.	12.00	20.00
Thome, Jim	R.	3.00	5.00
Valentin, John	R.	2.00	3.00
Vaughn, M.	R.	4.00	6.00
Walker, Larry	R.	2.00	4.00
Wetteland, John	R.	2.00	4.00
Whitaker, Lou	R.	2.00	3.00
Williams, Mark	R.	4.00	6.00
Wohlers, Matt	R.	2.00	4.00
Worrell, Todd	R.	2.00	3.00

## TOWERS IN TIME

THUNDER CASTLE GAMES-1995



# INQUEST

## checklists



### ILLUMINATI NEW WORLD ORDER ASSASSINS EXPANSION

Full Set (125 cards)

An asterisk after the card name indicates a card is available only through magazines. UR indicates ultra-rare cards.

Name	Type	Rarity
A Brief Attack of Conscience	Plot, Zap	C
Al Amara	Place	R
Alien Abduction	Plot	R
Anarchists Unite!	Plot, Zap	C
Anything Worth Doing is Worth Overdoing	Plot, Zap	C
Arms Dealers	Organization	R
Australia	Place	R
Back to the Drawing Board	Plot, Zap	U
Back to the Salt Mines	Plot	U
Backfire	Plot, Freeze	U
Backmaskerade	Plot	C
Bait and Switch	Plot, Zap	C
Bar Codes	Plot	U
Beach Party	Plot	C
Big Prawn, The	Resource	R
Bite the Wax Tadpole	Plot, Freeze	C
Black Helicopters	Resource	U
Blivit	Resource	U
Brushfire War	Plot, Zap	C
Cat Juggling	Plot, Paralysis	C
Cease-Fire	Plot	C
Chain Letter	Plot, Paralysis	C
Church of Violence	Organization	R
Contract on America	Plot, Paralysis	C
Convenience Stores	—	R
Copy Shops	Organization	U
Crackdown on Crime	Plot, Paralysis	C
Crusade	Plot	C
Day Care Centers	Organization	U
Death to All Fanatics	Plot, Paralysis	C
Defection	Plot	C
Dilloheads	Organization	U
Dolphins	Plot	C
Don't Rock the Boat	Plot, Zap	C
Don't Touch that Dial!	Plot	U
Drought	Disaster	R
Drug Companies	Organization	UR
Enough is Enough	Plot, Paralysis	C
EPA	Organization	U
Every Year is Worse	Plot, Paralysis	C
Exorcism	Plot	C
Family Values	Plot, Zap	C
Fickle Finger of Fate	Plot, Zap	U
Five-Year Plan	Plot, Freeze	U
Flesh-Eating Bacteria	Disaster	UR
Floating Point Error	Plot, Freeze	U
Frankenfood	Plot	C
General Disorder	Personality	R
Go Fish	Plot	U
Go, Lemmings, Go!	Plot	UR
Goal: Blinded by Science	Goal	C
Goal: Earth First!	Goal	R
Goal: Population Reduction	Goal	R
Grave Robbers	Plot	R
Green Party, The	Organization	U
Hubble Trouble	Plot, Freeze	C
Illuminati University	Place	UR
Irish Flu, The	Plot	UR
Junk Bonds	Plot, Freeze	U
Killer Satellite	Resource	U
Lab Explosion	Plot, Zap	C
Lama Ramongdong	Personality	U
Lenin's Body	Resource	U
Let the Sunshine In	Plot, Freeze	C

Name	Type	Rarity
Lyndon LaRouche	Personality	R
May Day	Plot	C
Meek Shall Inherit, The	Plot, Zap	C
Metric System	Plot, Paralysis	C
Militia	Organization	UR
My Karma Ran Over Your Dogma	Plot, Zap	C
Near Miss	Plot	C
Nevermore!	Plot	U
Newt Gingrich	Personality	R
No Beer!	Disaster	UR
Nutrition Nazis	Organization	R
NWO: Antitrust Legislation	NWO Yellow	R
NWO: Apathy	NWO Red	R
NWO: Australian Rules	NWO Red	C
NWO: End of the World	NWO Yellow	C
NWO: Global Warming	NWO Blue	C
NWO: Interesting Times	NWO Blue	R
NWO: The Magic Goes Away	NWO Red	R
NWO: Visualize Whirled Peas	NWO Yellow	R



### NWO: WATERMELONS

NWO: Watermelons	NWO Blue	R
Oil Spill	Disaster	R
Orgone Grinder	Resource	U
Pale People in Black	Organization	R
Partition	Plot	C
Pave the Earth!	Plot, Freeze	U
Pizza for the Secret Meeting	Plot	C
Power Satellite	Resource	U
Recycling Centers	Organization	U
Reg'istered Trademark	Plot	R
Reverse Whammy	Plot	C
School Prayer	Plot, Freeze	C
Science Alarmists	Organization	R
Screaming Meme	Resource	R
Secret Master	Plot	UR
Security Leak	Plot, Zap	U
Shock Jocks	Organization	R
Society of Assassins	Illuminati	U
Sorry, Wrong Number	Plot, Zap	U
Spontaneous Combustion	Assassination	UR
Spy Satellite	Resource	R
State Lotteries	Organization	U
Strange Bedfellows*	—	R
Sudden European Vacation	Plot	R
Sufficiently Advanced Technology	Plot	C
Supernova	Plot	C
Supreme Court Nomination	Plot	U
Swingers	Organization	R
Take the Money and Run	Plot, Zap	C
TANSTAAFL	Plot, Zap	C
Teddy Kennedy	Personality	U
Teflon Coating	Plot	C
This Was Only a Test	Plot	C
Thule Group, The	Organization	UR
Truck Bomb	Plot	U
Vile Secretions	Plot, Paralysis	U
Vladimir Zhirinovskiy	Personality	U
Waiting Period	Plot, Paralysis	C
Whistle Blowers	Plot, Paralysis	C
Witch Hunt	Plot	C
X-Ray Specs	Resource	P
You Are What You Eat	Plot	C



### JAMES BOND 007

Full Set (231 cards)

Name	Rarity
A Brand New Toy	U
A Gentleman's Duties	U
A Giant Step For Mankind	U
A Helping Hand	C
Acrostar Mini-Jet	U
All Part of my Plan	R
Ambush!	C
Aris Kratos	U
Assaulted	C
Aston Martin DB-5	R
Atlantis	R
Auric Goldfinger	U
Average Felix Leiter	U
Bar	U
Baron Samedi	U
Beil Jet Pack	U
Blotfeld	R
Blotfeld's Assassin	U
Blown from Above	U
Blown Away	U
Bond Theme Music	R
Boris Grishenko	C
Brad Whitaker	R
Bridge Out	U
Bring in the Cavalry	U
Brutal Force	R
Bulls-Eye	C
Bungie Jump	C
Buzz Saw Yo-Yo	C
Caged	C
Carnival in Rio	R
Cat and Mouse	R
Club Card	C
Colonel Rosa Klebb	U
Concealed Knife Belt	U
Counterintelligence	U
Crab Key	R
Customs Officials	R
Daily Workout	U
Daredevil, The	C
Deadly Attack	R
Destroy Cocaine Factory	R
Destroy Laser Satellite	U
Disco Volante, The	U
Disassemble Nuclear Bombs	U
Dominio	R
Double Agent	U
Doubly Prepared	U
Dr. Kananga	C
Dr. No	C
Dr. No Dragon Tank	U
Electrocuted	R
Emilio Largo	R
Equalize	R
Escape Route	U
Explosive Pen	U
Faux Pas	C
Felix Leiter	C
Fifth Gear	C
Find Goldeneye	C
Fiona Volpe	R
Firefight	U
Fire in the Sky	U
Focused	C
Fort Knox	U
Francisco Scaramanga	C
Franz Sanchez	R
Friends in High Places	C
Garnate	C
General Orlov	C
General Gurnamov	R
Golconda	C
Headquarters	R
Helga Brandt	U
Heller	U
Hidden Agenda	R
High Strikes	U
Honey Rider	U
Humble Weather	R
Howl Roar!	R
Hugo Drisc	U

Name	Rarity
Improved Gondola	U
Incredible Escape	R
Indiscretion	R
Information Center	C
Inventive Champion, The	C
Jack Wade	U
Jaws	R
J.I.M. Diving Equipment	C
Kors Milvoy	R
Kissy	R
License to Kill	R
"Little Nellie"	R
Live Twice	U
Lotus Espirit Submarine Car	R
Lupe Lamora	U
"M"	U
Magda	U
Main Strike Mine	U
Major Anya Amasova	C
Malfunction	R
Man Behind the Scenes, The	C
Marksman, The	C
Marital Training	U
Mary Goodnight	U
Max Zorin	C
May Day	C
Melina Havelock	R
Men for the Job, The	C
Milton Krest	U
M is Displeased	U
Miss Caruso	U
Miss Money Penny	C
Modified BMW	U
Monte Carlo Casino	C
Naomi	R
Natalya Simonova	C
Navy Hero, The	C
Necros	U
Octopus	U
Octopussy	R
Oddjob	U
Omega Laser Watch	C
Ousted	U
Out of the Blue	U
Overheated	C
Paula Caplan	R
Perfect Companion, The	U
Prevent Conventional War	U
Prevent Extermination of Agents	U
Prevent Nerve Gas Attack	R
Prevent Nuclear Launch	U
Prevent World War Three	C
Prince Kamal Khan	C
Professor Dent	R
Protector, The	R
Pussy Galore	U
"Q"	C
Quarrel	R
Quick Thinking	C
Rapier Wit	U
Reassignment	R
Red Grant	U
Rehibition	R
Retrieve Decoding Machine	U
Retrieve the A.T.A.C	C
Retrieve the Solex Agilator	C



### ROSA KLEBB'S SHOE KNIFE

Rosa Klebb's Shoe Knife	C
Savo Silicon Valley	U
Scuba Gear	C
Secret Agent, The	U
Setup	U



Name	Rarity
Shark Infested Waters	R
Sheriff J.W. Pepper	U
Silence is Golden	U
Silent Visitor, The	C
Snappy One-Liner	U
Snowstorm	U
Solitaire	R
Soviet Weapons Research Center	R
Space Station	U
Specialist, The	C
S.P.E.C.T.R.E Consortium	U
S.P.E.C.T.R.E Island	C
S.P.E.C.T.R.E. is Unprepared	U
Speedboat	C
St. Petersburg	U
Stacey Sufon	U
Sticky Situation	C
Stop Heroin Flow to the U.S.	R
Strict Rules of Golf	R
Submachine Gun	U
Supertanker Liparus	C
Swoosh!	U
Take Down	R
Tatiana Romanova	U
Tee Hee	C
This Never Happened to...	R
Tiffany Case	U
Time Bomb	U
Tricky Situation	R
Uncontrolled Aircraft	C
Underwater Vehicle	C
Valentine Zukovsky	R
Venice	U
Vodka Martini	U
Volcano Rocket Base	C
Walther PPK with Silencer	C
Warrior, The	C
We Have All the Time in the World	R
Weapon Jam	C
Wet Suit	C
Wild Goose Chase	R
Winning Smile	R
Xenia Onatopp	C
Your Worst Nightmare	U
Zora & Vida	U
Zorin's Blimp	C

### CHASE CARDS

Alec Travelyan—006	R
Aston Martin "Volante"	R
Connections	R
Ernst Stavro Blofeld	R
Leadership	R
Legend, The	R
One Step Forward, Two Steps Back	R
Pam Bouvier	R
Save Gold Reserve	R
Soviet War Room	R

# KULT

### KULT

Full Set (186 cards)

The MA rarity stands for Major Arcana, which are rare cards.

Name	Rarity
Ability to Dupe	C
Ace in the Hole	U
Admiral Lyle P. Crowley	U
Adnan Kazour	U
Aggression	C
Agitator	C
Alter Your Body	C
Andrea Bergstrom	U
Anselm Hoder	U
Antagonism	U
Anton Pradwyck	U
Anton Teptov	U
Artist	C
Ashteroth Shirs	U
Automatic Rifle	U
Avenger	C
Avenging Angel	U
Azaqui	U
Boal Resher—Lord of Peshlence	U
Beirut Hilton	U
Bergstrom Institute, The	U
Bernauer Krankenhaus	U

Name	Rarity
Bipah	MA
Black Guardsman	C
Blood Angel	C
Bloodthirst	U
Blood Venue	C
Blue-Collar Worker	C
Borderland, The	U
Born Again	C
Bulletproof Vest	C
Burn-Out Occultist	C
Business Executive	C
Camera	U
Cardinal Giorgio Biatti	U
Carrier of Peshlence	C
Cathedral, The	U
Chagidiel	MA
Chesed	MA
Child of Chagidiel	C
Chokmah	MA
City of the Dead, The	C
Cleansing	U
Cleaving	C
Coatlucue—Goddess of Chaos	U
Company Careerist	C
Conjurer	C
Contort Other	U
Cross, The	U
Crossbreed	U
Cube, The	C
Curse	C
Djeraba	U
Don Michael Cimarra	U
Dr. Marimer Blanco	U
Dream Walk	C
Dream World	C
Drifter	C
Drug Addict	C
Drug Dealer	C
Dupont Circle	U
Eraser	U
Excrucy	C



### EXECUTIONER

Executioner	C
Eye for an Eye	C
Factuary	C
Faith Shortcut	C
Family Secret	U
Fast Reactions	U
Femme Fatale	C
Fettered	U
Fetus Alteration	C
Fight Fire with Fire	C
Find Object	C
Fly in the Ointment	C
44 Ladbroke Hill	U
Gamaliel	MA
Gomichicath	MA
Gang Member	C
Garden of the White Dragon	U
Geburah	MA
General Hu	U
General Juan Martinez	U
Golob	MA
Gory	U
Grand Master Marcus	U
Grenade	U
Guardian, The	U
Guilty!	C
Hades Walk	C
Handgun	C
Hareb-Serap	MA
Hatching Chambers, The	U

Name	Rarity
Haunted	C
Hauptquartier Argente	U
Hairy	C
Hayworth Emergency Aid	U
Heralds of Death	C
Herrington's District	U
Hod	MA
Hole in the Sky	U
Hooked Up	C
Huang Li-Pao	U
Hunger Spirit	U
Hunting Grounds, The	U
Hunting Instinct	C
Impaled	C
Incinerator	U
Inferno	U
Inner Labyrinth, The	U
Insane Killer	U
Jonathan Hayworth	U
Journalist	C



### JUST IN TIME

Just in Time	C
Kali Durga Temple Servant	C
Karma	C
Kether	MA
Kingpin	C
Knight of Light	C
Ktonor	U
Lack of Faith	C
Leash of Believers	U
Le Marquis	U
Leonard Sakhil	U
Lictor	C
Living City, The	C
Longleather's Purgatory	U
Lord Giveth, The	U
Lord Taketh Away, The	U
Los Renunciones Mission	U
Luigi Cantorre	U
Machine City, The	U
Mad Scientist	C
Madness Walk	C
Malice	C
Malkuth	MA
Maniphestas	C
Manipulate Death	C
Manipulate Dream	C
Manipulate Passion	C
Manipulate Senses	C
Maoro Nakemi	U
Marbas—Lord of Pain	U
Maria Feodorova	U
Mass Suggestion	C
Maze, The	C
Meat Hook	C
Mirror Halls, The	C
Misguidance	U
Mislead	C
Molest Soul	U
Morbid Experiments	C
Morgue	U
Muckracker	C
Nakamura Building, The	U
Natural Weapon	U
Nehemoth	MA
Neonate	U
Nephrite	U
Netzach	MA
New Age Pagan	C
No Man's Land	U
No Pain, No Gain	C
Nowhere	U
Oaxici	C

Occult Experience	C
O Luang	C
Open Artery	C
Outcast	C
Out of Control	C
Pact with Dark Power	U
Parthenogenesis	C
Pearls for the Swines	C
Perpetuity	C
Petty Criminal	C
Pierre Lombard	U
Plague	U
Plainclothes Cap	C
Population Explosion	U
Possessed	U
Power Failure	C
Priest	C
Prince Rainer von Habsburg	U
Private Investigator	U
Professional	C
Prostitute	C
Protective Skin	U
Psychotherapy	U
Purgatory	U
Purge Power	U
Purified	C
Putrefy Other's Body	C
Rage of the Masses	C
Razide	C
Redemption	C
Regeneration	C
Relocate	U
Researcher	C
Ruins, The	U
Run, You Fool, Run!	C
Sabbath	U
Sadomasochist	U
Samuel	MA
Samuel Herrington	U
Sand Rider	U
Sanitarium	C
Sathaniel	MA
Scalpel	C
Secret Agent	C
Selena Kalenko	U
Sell Your Soul	C
Seraphim	U
Servant	U
Siamese Twins	U
Skin Trade	U
Slaves of Pain	C
Soldier	C
Sony	C
Spineless	U
Strapped	C
Student	C
Sub-machine Gun	U
Symbol Bondage	C
Takeo Oshima	U
Teacher	C
Telekinesis	C
Temple of Kali Durga	U
Temporary Insanity	U
Thaumiel	MA
Time and Space Walk	C
Tiffany Reader	U
Tiphareth	MA
Togani	MA
Tomb Bondage	U
Tormented Army, The	C
Torn Assunder	U
Tracking Device	C
True Vision	C
22/24 Rue de Sevigne	U
Two is More Than One	U
Uncontrolled Shape Change	U
Underground, The	C
Undertaker	U
Under the Skin	U
Unholy Hunger	C
Unhuman Appearance	U
Ushers	U
U.S.S. Reliant	U
Vacuum	U
Veteran	U
Victim of Crime	C
Voice of the Blood, The	U
Voice of Pain	C
Void, The	U
Vortex	C
War Hound	C
Yesod	MA
Yoshiko Nakamura	U
Youth Prison 315	U



# HAND BOO

## What you need to know about the InQuest Magic Players Guide

The InQuest Players Guide is meant to serve as an aid in playing collectible card games. Every month, you'll find the most extensive card descriptions available for Magic: The Gathering, along with one other collectible card game in the Players Guide Spotlight.

### POWER RATINGS

..... **The Best.** These cards should fit nicely into most decks. Frequently game-breakers, it's often worth finding a way to include five-star cards.

.... **Excellent.** These are cards that go into winning decks. They're not always worth going out of your way to accommodate, but if the color is right, these cards should find a place in most decks.

... **Average.** These cards generally round out a well-tuned deck. Many cards in this category complement a variety of other cards that may be in your deck. Which cards you use from this category depend largely on what your deck concept is, and whether or not they complement the four- and five-star cards your deck contains.

.. **Poor.** This category includes many common creatures and spells that are often passed over in favor of more powerful cards with similar casting costs. It also includes cards that may seem powerful at first glance, but are actually discarded more often than played.

• **The Worst.** There are three basic types of cards in this category. The first are those that can duplicate the abilities of another card, but at a higher casting cost or other demand on the caster. The second includes spells whose uses are very obscure. There may be an average card combination that includes these cards, but they are often too difficult to execute in order to be worth your while. Finally, there are cards that seem to be "fillers." They often leave players wondering if there is a good use for such cards. Usually, there isn't.

— **Inapplicable.** These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.

### RARITY

InQuest is proud to present a no-mess, no-fuss guide to card rarity. Forget about rarity ratings like U3, C1, or R2-D2; in this price guide, cards are either common, uncommon, or rare.

Guess what? We've got a real simple abbreviation system for those words—check it out below.

#### C Common

Everybody's got these. They're the cards you get by the fistful when you buy packs. Good stuff, but not very expensive.

#### U Uncommon

These are a little difficult to come by. You usually get a couple of these per pack, and depending on how useful they are in game play, some carry heavier price tags than others.

#### R Rare

Whoa mamma! You only usually get one of these per pack, and some of the price tags attached to these babies make Donald Trump say "Wow."

## SAMPLE LISTING

Book of Ror	ART	U	••	Sev	6	DK
2: Sacrifice 2 life to draw 1 card.						
Bottle of Suleiman	ART	R	•••	3My	4	AN,R
1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.						
Bronze Tablet	ART	R	•	TW8	6	AQ,4TH
4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.						
Candelabra of Tawnos	ART	R	••••	DSh	1	AQ
X: Untap X separate lands.						
Celestial Prism	ART	U	••••	AWo	3 A,B,U,R,4TH	
2, T: Provides 1 mana of any color (play as an interrupt).						
Chaos Orb	ART	R	••••	MT6	2	A,B,U
1: Flip card from height of one foot. If it rotates 360 degrees, any						

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Bottle of Suleiman is a rare artifact, it has a three power rating, and it was painted by Jesper Myrfors. Its casting cost is four mana; it's available in *Arabian Nights* and *Revised*. Flip a coin and, if the coin ends up in your favor, you get a 5/5 flying artifact creature; otherwise, you take five damage. How do we know all that? Because our Lord Sauron told us. No, no, just kidding. We know all that cool stuff because we've read all the cool reference charts below. Sauron had next to nothing to do with it. Just so you know: restricted cards are limited to one per deck in tournament settings. And banned cards, well, are a no-no for tournaments.



### SHELKIN BROWNIE CARD DESCRIPTION

- A** — Card Name.
- B** — Kind. Summon Faerie means the Brownie is a creature of "the genus Faerie."
- C** — Description. The description of exactly what the card can do.
- D** — Flavor Text. A funny or informative quote, usually historical in nature.
- E** — Artist.
- F** — Casting Cost. Mr. Brownie costs one green and one other mana to summon into play.
- G** — Expansion Symbol. This tells you what set the cards belongs to; in the Brownie's case, the column symbol means he's from the *Legends* set.
- H** — Power/Toughness. Only for creatures.



ARTIST  
ABBREVIATIONS

The following is a list of artist abbreviations.

Alexander, Rob	RAI
Asplund-Faith, Randy	RAF
Baroh, Julie	JBa
Beard, Edward Jr.	EBe
Benson, Melissa	MBe
Bishop, Kristen	KBi
Brockschmidt, Kev	KBr
Brudi, Cornelius	CBr
Buck, Catherine	CBu
Danforth, Liz	LDa
Detwiler, Denise	DDe
Emond, Rick	REd
Ernest, James	JEr
Everingham, Sandra	SEv
Faglio, Kaja	KFa
Faglio, Phil	PFa
Frazier, Dan	DFr
Gallegos, Randy	RGa
Gelon, Daniel	DGe
Hampton, Justin	JHa
Hoover, Quinton	QHo
Hudson, Heather	HHu
Jones, Fay	FJo
Kaman, Kerstin	KKa
Kane-Ferguson, Richard	RKF
Kimble, Mike	MKi
Kirschner, Scott	SKi
Leonard, Nicola	NLe
Maddocks, Anson	AMa
Masness, Phillip	PMa
McNeill, Harold	HMc
Menges, Jeff A.	JMe
Meyer, Ken Jr.	KMe
Morrissey, Pat	PMo
Myrfors, Jesper	JMy
Organ-Kean, Margaret	MOK
Poole, Mark	MPo
Raabe, Mike	MRA
Rush, Christopher	CRu
Rusu, Andi	ARu
Shuler, Douglas	DSh
Snoddy, Brian	BSn
Spencer, Ron	RSp
Tedin, Mark	MTe
Thomas, Nè Nè	NTh
Thomas, Richard	RTh
Thompson, Ruth	RTp
Tucker, Drew	DTu
Van Camp, Susan	SVC
Venters, Pete	PVe
Wackwitz, Bryon	BWa
Wänerstrand, Tom	TWä
Waters, Anthony	AWa
Weber, Amy	AWe
Whelan, Michael	MWe
Williams, L.A.	LWi
Willich, Dameon	DWi

## CARD TYPES

AC	Artifact Creature
ART	Artifact
CU	Cumulative Upkeep
EA	Enchant Artifact
EC	Enchant Creature
EE	Enchant Enchantment
EL	Enchant Land
EN	Enchantment
EW	Enchant World
INS	Instant
INT	Interrupt
LAN	Land
SC	Summon Creature
SL	Summon Legend
SOR	Sorcery

SET  
ABBREVIATIONS

A	Alpha Limited
AQ	Antiquities
AN	Arabian Nights
B	Beta Limited
DK	The Dark
FE	Fallen Empires
4th	Fourth Edition
HL	Homelands
IA	Ice Age
LG	Legends
R	Revised
U	Unlimited

## SPOTLIGHT:

STAR WARS  
CARD DESCRIPTION

**A. Name:** So you know instantly if it's Darth, Luke or Don't Overestimate Their Chances.

**B. Type Icon:** Colorful symbols that tell you at a glance just what kinda card it is you got there.

**C. Type:** Text, in case you can't be bothered with simple little icons.

**D. Description:** Here it is—the dirt on what makes this card so essential to your game.

**E. Force:** One to three lightsabers indicate how much Force you collect from the site cards or how much Force you can drain from your foe. Red for the Empire, blue for the rebels.

**F. Icons:** A pictorial assessment of the powers and limitations of your cards. Locations can have interior, exterior, mobile, space or planet icons. Others cards include warriors, astrocomps and Rebel or Imperial pilots icons.

**G. Scomp:** Your droids too can access the computers of the Empire and sneak a peek at their dastardly plans. But the site or vehicle must have this symbol.

**H. Destiny:** This number acts as a randomizer. When needed, you draw from the Force Deck, hoping for the best. Sites and systems have zero destiny.

**I. Deploy Number:** You need to use this much Force to deploy various characters, vehicles and such onto the table.

**J. Forfeit Number:** Combat usually results in loss of Force. If you want to hold on to your cards, sacrifice a card with this number and it reduces Force loss by that amount.

**K. Power:** Power, power, the Force is power. And this is your destructive potential in *Star Wars*.

**L. Maneuver, Armor or Ability:** Maneuver, for vehicles, is your ship's defensive ability. A fast darting ship is hard to hit, right? Armor is defense for those whooppers, the capital ships. And ability, for characters only, indicates how well a character uses things, like vehicles or weapons.

**M. Landspeed, Hyperspeed or Force**

**Sensitivity:** Moving just wouldn't be possible without landspeed and hyperspeed. The landspeed number indicates how many adjacent sites a vehicle can move at one time, while hyperspeed is the number of parsecs a craft can travel. Force sensitivity indicates Force-attuned characters; it grants special bonuses and abilities.

**O. Lore:** All that colorful jargon and anecdotal stuff to make the game come alive.

A long time ago, in a galaxy far, far away, a great card game was created: *Star Wars: Customizable Card Game*. Decipher, who brought you the best-selling and popular *Star Trek: The Next Generation* CCG, now bring you Darth, Luke, Leia and hordes of Jawas and droids in an action-packed card duel. In this game you choose between the Rebellion and the Empire, and try to collect Force in an effort to crush your opponent. You'll battle over sites and systems, in Landspeeders, TIE Fighters and X-wings, using devices and sundry effects to gain the upper hand. You'll manipulate the Force to deploy cards and try to drain power away from your opponent. The first to deplete his opponent of all Force (represented by the play deck) is the winner. So ready your lightsaber and remember the words of Ben Kenobi: "May the Force be with you!"





# INQUEST

## players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description						
<b>ARTIFACTS</b>													
<b>Adarkar Sentinel</b>	AC	U	•••	MBe	5	IA	<b>Ashnod's Battle Gear</b>	ART	U	••	MPo	2	AQ, 4TH
1: +0/+1 until end of turn. 3/3.							2: Make one of your creatures +2/-2 for as long as Ashnod's Battle Gear is tapped. You may choose to leave Ashnod's Battle Gear tapped.						
<b>Aegis of the Meek</b>	ART	R	•••	LWi	3	IA	<b>Ashnod's Transmogrator</b>	ART	C	•••	MTe	1	AQ, CH
1, T: Give a 1/1 creature +1/+2 until end of turn.							Make target non-artifact creature an artifact creature with +1/+1 (it retains its original color as well). Discard Ashnod's Transmogrator if it has been used.						
<b>Aeolipile</b>	ART	R	•••	HHu	1	FE	<b>Balm of Restoration</b>	ART	R	••	MOK	2	FE
1, T: Sacrifice Aeolipile to deal 2 damage to any target.							1, T: Sacrifice Balm of Restoration to take 2 life or prevent up to 2 damage to any target.						
<b>Al-abara's Carpet</b>	ART	R	•••	KFo	5	LG	<b>Barbed Sextant</b>	ART	C	•••	AWe	1	IA
5, T: Prevent all damage done to you by attacking non-flying creatures.							1, T: Sacrifice Barbed Sextant to add one mana of any color to your mana pool. Draw a card at the beginning of the next turn.						
<b>Aladdin's Lamp</b>	ART	U	•••	MTe	10	AN, R, 4TH	<b>Barl's Cage</b>	ART	R	••••	TWu	4	DK, CH
X, T: Instead of usual draw, draw X cards but take only one into hand. Shuffle the leftovers and put them at bottom of library.							3: Target creature does not untap as usual in its controller's next untap phase.						
<b>Aladdin's Ring</b>	ART	U	•••	DFr	8	AN, R, 4TH	<b>Basal Monolith</b>	ART	U	•••	JMy	3	A, B, U, R
8, T: Do 4 damage to any target.							Add 3 to your mana pool. Spend 3 to untap at any time.						
<b>Alchor's Tomb</b>	ART	R	•••	HMc	4	LG	<b>Baton of Morale</b>	ART	U	•••	DSh	2	IA
2, T: Change the color of target permanent you control.							2: Give target creature banding until end of turn.						
<b>Amulet of Kroog</b>	ART	C	••	MOK	2	AQ, 4TH	<b>Battering Ram</b>	AC	C	••	JMe	2	AQ, 4TH
2, T: Prevent 1 damage to any target.							Bands when attacking. Battering Ram destroys any wall blocking it, but walls deal their damage before dying. 1/1.						
<b>Amulet of Quoz</b>	ART	R	••	DFr	6	IA	<b>Black Lotus</b>	ART	R	•••••	CRu	0	A, B, U
1, T: Sacrifice Amulet of Quoz and flip a coin. If flip ends up in your favor, target opponent loses the game. Otherwise, you lose the game. You may only use this ability during upkeep. Opponent may ante an additional card to counter this effect.							T: Discard to add 3 mana of any single color to your mana pool.						
<b>Ankh of Mishra</b>	ART	R	••	AWe	2	A, B, U, R, 4TH							
Do 2 damage to any player who puts a new land into play.													

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
<b>Bronze Tablet</b>	ART	R	••	TWu	6	AQ, 4TH
4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.						
<b>Candelabra of Tawnos</b>	ART	R	•••••	DSh	1	AQ
X: Untap X separate lands.						
<b>Celestial Prism</b>	ART	U	••••	AWe	3	A, B, U, R, 4TH
2, T: Provides 1 mana of any color (play as an interrupt).						
<b>Celestial Sword</b>	ART	R	••	AWe	6	IA
3, T: Give a creature you control +3/+3. Bury that creature at end of turn.						
<b>Chaos Orb</b>	ART	R	••••	MTe	2	A, B, U
1: Flip card from height of one foot. If it rotates 360 degrees, any card Chaos Orb lands on or touches is removed from play.						
<b>City in a Bottle</b>	ART	R	••	DTu	2	AN
Remove all Arabian Nights cards from play; prevent new ones from being put into play.						
<b>Clay Statue</b>	AC	C	•••	JMy	4	AQ, 4TH
2: Regenerates. 3/1.						
<b>Clockwork Avian</b>	AC	R	•••	RAF	5	AQ, 4TH
Flying. Put four +1/+0 counters on Clockwork Avian. Whenever Avian attacks or blocks, discard a counter. During his or her upkeep, controller may purchase lost counters for 1 per counter, which taps Avian. 0/4.						
<b>Clockwork Beast</b>	AC	R	•••	DTu	6	A, B, U, R, 4TH
Put 7 +1/+0 counters on Beast when cast. Discard a counter after Beast attacks or blocks. During upkeep controller may pay 1 and tap Beast to regain a lost counter. 0/4.						
<b>Clockwork Gnomes</b>	AC	C	•••	DSh	4	HL
3, T: Regenerate target artifact creature. 2/2.						
<b>Clockwork Steed</b>	AC	C	••	AWe	4	HL
Cannot be blocked by artifact creatures. Put 4 +1/+0 counters on Steed. Remove one counter at the end of any combat in which Steed attacked or blocked. X, T: Add X counters to Steed: Maximum four counters. 0/3.						
<b>Clockwork Swarm</b>	AC	C	••	AWe	4	HL
Cannot be blocked by walls. Put 4 +1/+0 counters on Swarm. Remove one counter at the end of any combat in which Swarm attacked or blocked. X, T: Add X counters to Swarm: Maximum four counters. 0/3.						



LIVING PLANE



HECATOMB



ENDURING RENEWAL

**Living Plane, Hecatomb and Enduring Renewal:** With an Enduring Renewal already out, cast Living Plane to make all your lands 1/1 critters. Then play Hecatomb, sacrificing four of your lands to bring it into play. Since your lands are creatures, you immediately get 'em all back. With Hecatomb out, you can use your swamps to zap your opponent's lands. Plus, lands that come out under Living Plane can't be tapped for mana initially, so you can crush your opponent's the first turn they come out with one of your Prodigal Swamps.

<b>Apocalypse Chime</b>	ART	R	•	MPo	2	HL
2, T: All cards in play from Homelands expansion are buried, including Apocalypse Chime.						
<b>Arum's Sleigh</b>	ART	U	•••	TWu	1	IA
2, T: Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.						
<b>Arum's Weathervane</b>	ART	U	•••	TWu	2	IA
2, T: Turn a snow-covered land into a non-snow-covered land of the same type. 2, T: Turn a non-snow-covered land into a snow-covered land of the same type.						
<b>Arum's Whistle</b>	ART	U	•••	QHo	3	IA
3, T: Target non-wall creature must attack or be destroyed at end of turn. The creature's controller may counter this effect by paying X, where X is the creature's casting cost. Play during opponent's turn before his or her attack.						
<b>Arena of the Ancients</b>	ART	R	•	TWu	3	LG, CH
Top all Legends when casting Arena. Legends do not untap normally during untap phase.						
<b>Armageddon Clock</b>	ART	U	••	AWe	6	AQ, R, 4TH
Add counter during upkeep. At the end of your upkeep, do 1 damage for each counter on Clock. Anyone may spend 4 during any upkeep to remove a counter.						
<b>Ashnod's Altar</b>	ART	C	••	AMA	3	AQ, CH
0: Sacrifice one of your creatures in play to add 2 to your mana pool (play as an interrupt).						

<b>Black Mana Battery</b>	ART	R	•••	AMA	4	LG, 4TH
2, T: Add a counter to Black Mana Battery. T: Add B to your mana pool. Remove as many counters as you wish, add B for each counter removed (play as an interrupt).						
<b>Black Vise</b>	ART	U	••••	RTh	1	A, B, U, R, 4TH
Do 1 damage for each card over four opponent has in hand during upkeep.						
<b>Blue Mana Battery</b>	ART	R	•••	AWe	4	LG, 4TH
2, T: Add a counter to Blue Mana Battery. T: Add U to your mana pool. Remove as many counters as you wish, add U for each counter removed (play as an interrupt).						
<b>Bone Flute</b>	ART	U	••	CRu	2	DK
T: Give all creatures -1/-0 until end of turn.						
<b>Book of Rass</b>	ART	R	••	SEv	6	DK, CH
2: Sacrifice 2 life to draw 1 card.						
<b>Bottle of Suleiman</b>	ART	R	•••	JMy	4	AN, R, 4TH
1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.						
<b>Brass Man</b>	AC	U	•••	CRu	1	AN, R, 4TH
Pay 1 during upkeep to untap 1/3.						
<b>Bronze Horse</b>	AC	R	••	MPo	7	LG, CH
Trample. Reduce to 0 all damage to Bronze Horse by spells targeting it whenever you control an additional creature. 4/4.						

<b>Cool Golem</b>	AC	U	•	CRu	5	DK
3: Sacrifice Golem to add RRR to your mana pool. 3/3.						
<b>Colossus of Sardia</b>	AC	R	••••	JMy	9	AQ, 4TH
Trample. Colossus does not untap as normal in your untap phase; you may spend 9 in your upkeep to untap Colossus. 9/9.						
<b>Conch Horn</b>	ART	R	•••	PFo	2	FE
1, T: Sacrifice Conch Horn to draw 2 cards. Place any single card from your hand back on top of your library.						
<b>Conservator</b>	ART	U	•	AWe	4	A, B, U, R, 4TH
3, T: Negate the loss of up to 2 life.						
<b>Copper Tablet</b>	ART	U	••	AWe	2	A, B, U
All players take 1 damage during their upkeep as long as Copper Tablet is in play.						
<b>Coral Helm</b>	ART	R	••	AWe	3	AQ, 4TH
3: Give target creature +2/+2 until end of turn. Whenever you use this ability, randomly discard a card from your hand. Coral Helm cannot be used unless you have cards in hand.						
<b>Crown of the Ages</b>	ART	R	••••	DFr	2	IA
4, T: Switch target enchantment from one creature to another. The enchantment's controller does not change.						
<b>Crystal Rod</b>	ART	U	••	AWe	1	A, B, U, R, 4TH
1: Take 1 life for any blue spell cast. Can only give 1 life for each time a blue spell is cast.						
<b>Cursed Rack</b>	ART	U	••	RTh	4	AQ, 4TH
Opponent must discard 4 cards during discard phase.						



Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Cyclopean Tomb	ART R ●●● AMa 4 A,B,U						
2: Turn a land into a basic swamp. If Cyclopean Tomb leaves play, each subsequent turn one land transformed by Cyclopean Tomb returns to normal.							
Dancing Scimitar	AC R ●●● AMa 4 AN,R,4TH						
Flying, 1/5.							
Dark Sphere	ART U ●●●● MTe 0 DK						
T: Sacrifice Sphere to prevent half of the damage done to you by a single source, rounded down.							

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Forethought Amulet	ART R ●●● MBe 5 LG						
Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.							
Fountain of Youth	ART C ●●● DGe 0 DK, CH						
2, T: Gain 1 life.							
Fyndhorn Bow	ART U ●●●● RAI 2 IA						
3, T: Give target creature first strike until end of turn.							
Gauntlet of Might	ART R ●●●● Cru 4 A,B,U						
All mountains produce an extra mana. Give all red creatures +1/+1.							

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Iron Star	ART U ●● DFr 1 A,B,U,R,4TH						
1: Take 1 life for any red spell cast. Can only give 1 life for each time a red spell is cast.							
Ivory Cup	ART U ●● AMa 1 A,B,U,R,4TH						
1: Take 1 life for any white spell cast. Can only give 1 life for each time a white spell is cast.							
Jade Statue	ART U ●●●● DFr 4 A,B,U						
2: Make Jade Statue a 3/6 artifact creature that may only attack or block.							
Jalum Tome	ART R ●●● TWa 3 AQ, CH						
2, T: Draw a card from your library and discard a card of your choosing to your graveyard.							
Jandor's Ring	ART R ●● DFr 6 AN,R						
2, T: Discard a card you just drew, and draw another to replace it.							
Jandor's Saddlebags	ART R ●●●● DWi 2 AN,R,4TH						
3, T: Untap a creature.							
Jayemdae Tome	ART R ●●●● MTe 4 A,B,U,R,4TH						
4, T: Draw 1 extra card.							
Jester's Cap	ART R ●●●● DFr 4 IA						
2, T: Sacrifice to look through target player's library and remove any three cards from the game. Reshuffle that library afterward.							
Jester's Mask	ART R ●●●● DFr 5 IA						
Comes into play tapped. 1, T: Sacrifice to switch opponent's hand with the same number of cards of your choice from his or her library. Reshuffle the library and old hand afterwards.							
Jeweled Amulet	ART U ●●●● DFr 0 IA						
1, T: Place a charge counter on Jeweled Amulet, noting what type of mana was used. You may not use this ability if there is a charge counter on Jeweled Amulet. T: Remove the charge counter to add 1 mana of the type last used to your mana pool.							
Jeweled Bird	ART R ●● AWe 1 AN, CH						
T: Exchange Bird for your arte, then draw a new card.							
Joven's Tools	ART R ●●●● NLe 6 HL						
4, T: Target creature cannot be blocked except by walls until end of turn.							
Juggernaut	AC U ●●●● DFr 4 A,B,U,R						
Must attack each turn if possible. Can't be blocked by walls. 5/3.							
Knowledge Vault	ART R ●●●● AWe 4 LG						
2, T: Place a card from your library under Knowledge Vault without looking at it. Sacrifice Vault to discard your entire hand, replacing it with the cards under Knowledge Vault.							
Kormus Bell	ART R ●●●● Cru 4 A,B,U,R,4TH						
Treat all swamps in play as 1/1 creatures that can be tapped for B.							
Kry Shield	ART U ●●●● RTh 2 LG						
2, T: Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.							
Lapis Lazuli Talisman	ART U ●●●● AWe 2 IA						
3: Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.							
Library of Leng	ART U ●●●● DGe 1 A,B,U,R,4TH						
Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard. If discard is random, look at card before deciding where to discard it.							
Life Chisel	ART U ●●●● AWe 4 LG						
During your upkeep, sacrifice a creature you control to take life equal to creature's toughness.							
Life Matrix	ART R ●●●● AWe 4 LG						
4, T: Put a counter on target creature during upkeep. Remove counter to regenerate creature.							
Living Armor	ART C ●●●● AMa 4 DK, CH						
Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creature's casting cost.							
Living Wall	AC U ●●●● AMa 4 A,B,U,R						
Counts as a wall. 1: Regenerates. 0/6.							
Malachite Talisman	ART U ●●●● Cru 2 IA						
3: Untap a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.							
Mana Crypt	ART R ●●●● MTe 0 800K						
T: 2 colorless mana. Every upkeep flip a coin, opponent calls it. If he calls it correctly, you lose 3 life.							
Mana Matrix	ART R ●●●● MTe 6 LG						
Pay 2 colorless mana less than casting cost of instant, interrupt, or enchantment.							
Mana Vault	ART R ●●●● MTe 1 A,B,U,R,4TH						
Add 3 to your mana pool (play as an interrupt). Pay 4 to untap. Does 1 damage to you if it remains tapped during upkeep.							
Marble Priest	AC U ●●●● MBe 5 LG						
All walls able to block Marble Priest must do so. Marble Priest takes no damage in combat from walls. 3/3.							
Meekstone	ART R ●●●● QHo 1 A,B,U,R,4TH						
Any creature with power greater than 2 may not be untapped as normal during the untap phase.							
Nightstone	ART U ●●●● PVe 4 AQ						
All attacking creatures gain +1/+0.							



ZUR'S WEIRDING



NECROPOTENCE

**Zur's Weirding and Necropotence:** Zur's Weirding can be a really powerful card... only problem is that it affects you too. However, with Necropotence, you don't draw cards—you put them in your hand. Get the picture? Your opponent may get to see the cards in your hand, but she'll never get to pay two life to make you discard them. Yow!

Delif's Cone	ART U ●● MTe 0 FE						
T: Sacrifice Delif's Cone. If target creature you control attacks and isn't blocked, you may take its power in life. If so, it deals no damage to opponent this turn.							
Delif's Cube	ART R ●●●● MTe 1 FE						
2, T: If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn; instead put a cube counter on Delif's Cube. Pay 2 and remove a cube counter to regenerate a target creature.							
Despotic Scepter	ART R ●●● RTh 1 IA						
T: Bury target permanent you own.							
Diabolic Machine	AC U ●● AMa 7 DK,4TH						
3: Regenerates. 4/4.							
Didgeridoo	ART R ●● MBe 1 HL						
3: Take Minotaur from your hand and put it directly into play. Treat it as if it were just summoned.							
Dingus Egg	ART R ●● DFr 4 A,B,U,R,4TH						
Whenever anyone loses a land, do 2 damage to that player for each lost land.							
Disrupting Scepter	ART R ●●● DFr 3 A,B,U,R,4TH						
3, T: Opponent must discard 1 card of his choice. Can only be used during turn of controller.							
Draconian Cylx	ART R ●● EBe 2 FE						
2, T: Randomly discard a card from your hand to regenerate target creature.							
Dragon Engine	AC C ●● AMa 3 AN,R,4TH						
2: +1/+0 until end of turn. 1/3.							
Ebony Horse	ART R ●● DWi 3 AN,R,4TH						
2: Untap one of your attacking creatures. Treat target as if it never attacked, except that defenders assigned to block it may not block another creature.							
Ebony Rhino	AC C ●● AWe 7 HL						
Trample. 4/5.							
Elven Lyre	ART R ●● KFo 2 FE						
1, T: Sacrifice Elven Lyre to make a target creature +2/+2 until end of turn.							
Elkin Bottle	ART R ●● QHo 3 IA						
3, T: Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, remove it from the game.							
Feldon's Cone	ART C ●●●● MTe 1 AQ, CH						
0: Reshuffle your graveyard into your library. Remove Feldon's Cone from game when it is used, returning it to its owner's deck after the game is over.							
Fellwar Stone	ART U ●●●● QHo 2 DK,4TH						
T: Produce 1 mana of any color that opponent's lands may produce (play as an interrupt).							
Feroz's Ban	ART R ●●● HHu 6 HL						
Summon Spells cost and additional 2 to cast.							
Flying Carpet	ART R ●●●● MTe 4 AN,R,4TH						
2, T: Give one creature flying ability until end of turn. If target is destroyed before end of turn, so is Flying Carpet.							
Forcefield	ART R ●●●● DFr 3 A,B,U						
1: An unblocked creature deals only 1 damage. This effect can be used against multiple creatures.							

Gauntlets of Chaos	ART R ●●●● DFr 5 LG, CH						
Sacrifice Gauntlets of Chaos to take control of a land, creature, or artifact. The target's former controller may then control one of your permanents of the same type. Control of these permanents reverts when the game ends. Destroy enchantments on traded permanents.							
Glasses of Urza	ART U ●●● DSh 1 A,B,U,R,4TH						
T: Look at opponent's hand. No, his cards!							
Goblin Lyre	ART R ●●● MKi 3 IA						
0: Sacrifice Goblin Lyre and flip a coin. If you win, target opponent takes * damage, where * equals the number of creatures you control. Otherwise, you take * damage, where * is the number of creatures your opponent controls.							
Golgathian Sylex	ART R ●●● KKa 4 AQ						
1: Discard all Antiquities cards, including Golgathian Sylex, from play.							
Grapeshot Catapult	AC C ●●● DFr 4 AQ,4TH						
T: Do 1 damage to a target flying creature. 2/3							
Green Mana Battery	ART R ●●● Cru 4 LG,4TH						
2, T: Add a counter to Green Mana Battery. T: Add G to your mana pool. Remove as many counters as you wish, add G for each counter removed (play as an interrupt).							
Helm of Chatzuk	ART R ●●● MTe 1 A,B,U,R,4TH						
1, T: Give one creature banding ability until end of turn.							
Hematite Talisman	ART U ●●● LWi 2 IA						
3: Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.							
Hive, The	ART R ●●● Sev 5 A,B,U,R,4TH						
5, T: Create a Giant Wasp token, a 1/1 flying artifact creature.							
Horn of Deafening	ART R ●●● DFr 4 LG, CH						
2, T: Target creature deals no damage in combat this turn.							
Howling Mine	ART R ●●●● MPo 2 A,B,U,R,4TH						
Everyone must draw an extra card during his or her draw phase.							
Ice Cauldron	ART R ●●● DFr 4 IA						
X, T: Put a spell on Ice Cauldron if there are no charge counters on it. Put charge counters on the Cauldron in the amount of mana spent on the spell you wish to play. You may cast that spell card as though it were in your hand. T: Remove the charge counter to add mana of the type used to put the counter on Ice Cauldron to your mana pool. This mana can only be used to cast the spell on top of Ice Cauldron.							
Icy Manipulator	ART U ●●●● AWe 4 A,B,U,IA						
1, T: Tap any land, creature, or artifact.							
Icy Manipulator	ART U ●●●● DSh 4 A,B,U						
1, T: Tap one land, creature, or artifact. No effects are generated from the tapped permanent.							
Illusory Mask	ART R ●●● AWe 2 A,B,U						
X: Summon a creature face down. You may add X mana to the casting to hide the creature's true cost. Once the creature does damage, taps, or takes damage you must flip the creature over.							
Implements of Sacrifice	ART R ●●● MOK 2 FE						
1, T: Sacrifice Implements of Sacrifice to add 2 mana of any color to your mana pool.							
Infinite Hourglass	ART R ●●● HM 4 IA						
Put a time counter on Infinite Hourglass during your upkeep. Any player may pay 3 during upkeep to remove a time counter. All creatures gain +1/+0 for each time counter on Infinite Hourglass.							





## players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Millstone</b>	ART	U	***	Kfo	2	AQ,R,4TH
2, T: Take the top 2 cards from target player's library and place them in target player's graveyard.						
• <b>Mirror Universe</b>	ART	R	****	Pfo	6	LG
T: Sacrifice Mirror Universe during your upkeep to trade life points with opponent. The exchange of life may not be countered. Mirror Universe comes in tapped.						
<b>Mishra's War Machine</b>	AC	R	•	AWe	7	A,B,U,R,4TH
Bonds. Discard 1 card from your hand during upkeep or Mishra's War Machine taps to do 3 damage to you. 5/5.						
• <b>Max Emerald</b>	ART	R	****	Dfr	0	A,B,U
T: Add G to your mana pool.						
• <b>Max Jet</b>	ART	R	****	Dfr	0	A,B,U
T: Add B to your mana pool.						
• <b>Max Pearl</b>	ART	R	****	Dfr	0	A,B,U
T: Add W to your mana pool.						
• <b>Max Ruby</b>	ART	R	****	Dfr	0	A,B,U
T: Add R to your mana pool.						
• <b>Max Sapphire</b>	ART	R	****	Dfr	0	A,B,U
T: Add U to your mana pool.						
<b>Nacre Talisman</b>	ART	U	**	MTe	2	
3: Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.						
<b>Naked Singularity</b>	ART	R	**	MTe	5	IA
CU: 3. Instead of their normal mana, plains produce R, islands produce G, swamps produce W, mountains produce U, and forests produce B.						
<b>Necropolis</b>	AC	U	**	Nth	5	DK
Counts as a wall. 0: Choose a creature in your graveyard and remove it from the game. Put X +0/+1 counters on Necropolis, where X equals the removed creature's casting cost. 0/1.						
<b>Nevinyrral's Disk</b>	ART	R	****	MTe	4	A,B,U,R,4TH
1: Destroy all creatures, enchantments, and artifacts in play, including Nevinyrral's Disk. Nevinyrral's Disk enters play tapped.						
<b>North Star</b>	ART	R	***	Kfo	4	LG
4, T: You may cast one spell this turn using mana of any color.						
<b>Nova Pentacle</b>	ART	R	***	Rth	4	LG
3, T: Redirect all damage done to you by one source to target creature of opponent's choice.						
<b>Obelisk of Undoing</b>	ART	R	**	TWa	1	AQ, CH
6: Take any of your permanents in play back to your hand, discarding enchantments on such cards.						
<b>Obsidian Golem</b>	AC	U	***	JMy	6	A,B,U,R,4TH
4/6.						
<b>Onulet</b>	AC	U	**	AMa	3	AQ,R,4TH
If Onulet is placed in graveyard, its controller takes 2 life. 2/2.						
<b>Onyx Talisman</b>	ART	U	**	Sev	2	IA
3: Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.						
<b>Ornithopter</b>	AC	U	**	AWe	0	AQ,R,4TH
Flying. 0/2.						
<b>Pentagram of the Ages</b>	ART	R	****	DSh	4	IA
4, T: Prevent all damage done to you from one source.						
<b>Pit Trap</b>	ART	U	**	AMa	2	IA
2, T: Sacrifice to bury target non-flying creature that is attacking you.						
<b>Planar Gate</b>	ART	R	***	MBe	6	LG
Pay 2 colorless mana less when casting a summon spell.						
<b>Primal Clay</b>	AC	U	**	Kfo	6	AQ,R,4TH
When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.						
<b>Pyramids</b>	ART	R	**	AWe	6	AN
2: Prevent a land from being destroyed. 2: Remove an enchantment from a land.						
<b>Rack, The</b>	ART	U	***	Rth	1	AQ,R,4TH
Do 1 damage for each card under three opponent has in hand during upkeep.						
<b>Rakalite</b>	ART	R	**	CRu	6	AQ, CH
2: Prevent 1 damage to any target. Rakalite returns to owner's hand when used.						
<b>Red Mana Battery</b>	ART	R	***	MTe	4	LG,4TH
2, T: Add a counter to Red Mana Battery. T: Add R to your mana pool. Remove as many counters as you wish, add R for each counter removed (play as an interrupt).						
<b>Reflecting Mirror</b>	ART	U	**	MPa	4	DK
X, T: Redirect spell targeting you to player of your choice (play as an interrupt). X is two times the casting cost of target spell.						
<b>Relic Barrier</b>	ART	U	**	HMc	2	LG
T: Tap target artifact.						
<b>Ring of Immortals</b>	ART	R	•	MBe	5	LG
3: Counter interrupt or enchantment targeting a permanent you control (play as an interrupt).						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Ring of Ma'ruf</b>	ART	R	****	Dfr	5	AN
5: Sacrifice Ring of Ma'ruf to select a card from outside the game instead of drawing.						
<b>Ring of Renewal</b>	ART	R	****	DSh	5	FE
5, T: Randomly discard a card from your hand to draw two cards.						
<b>Rocket Launcher</b>	ART	U	***	PVe	4	AQ,R
2: Do 1 damage to any target. If it is used, Rocket Launcher is destroyed at end of turn. Rocket Launcher may not be used until it begins a turn in play on your side.						
<b>Rod of Ruin</b>	ART	U	***	CRu	4	A,B,U,R,4TH
3, T: Do 1 damage to any target.						
<b>Roterhopper</b>	AC	C	**	AWe	1	HL
Flying. 2: +1/+0 until the end of turn. You cannot spend more than 4 this way each turn. 0/2.						
<b>Runed Arch</b>	ART	R	****	Pfo	3	IA
Comes into play tapped. X, T: Sacrifice to make X creatures with power no greater than 2 unblockable this turn.						



FELDON'S CANE



DESPOTIC SCEPTER

<b>Runesword</b>	ART	C	**	CRu	6	DK, CH
3, T: Give target attacking creature +2/+0 until end of turn. Any creature damaged by target creature must be removed from game if it dies before the turn ends. Destroy Runesword if target creature leaves play before end of turn.						
<b>Sandals of Abdallah</b>	ART	R	**	Dfr	4	AN
2: Give islandwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.						
<b>Scorecrow</b>	AC	U	**	AMa	5	DK
6, T: Negate all damage done to you by flying creatures until end of turn. 2/2.						
<b>Sentinel</b>	AC	R	***	RAF	4	LG, CH
* = 1 when cast. When blocking, you may make * equal 1 + the power of the creature Sentinel blocks. When attacking, you may make * equal 1 + the power of creature blocking Sentinel. 1/*						
<b>Serpent Generator</b>	ART	R	****	MTe	6	LG, CH
4, T: Put a Poison Snake token, which is a 1/1 artifact creature, in play. If Poison Snake damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters.						
<b>Serrated Arrows</b>	ART	C	***	DCh	4	HL
When Serrated Arrows comes into play, put three arrow counters on it. Bury Serrated Arrows if there are no longer any counters on it. T: Remove counter to give -1/-1 to target creature.						
<b>Shapeshifter</b>	AC	U	***	Dfr	6	AQ,4TH
* = any number from 0 to 6. Choose * when Shapeshifter is cast and during your upkeep. */(7-*)						
<b>Shield of the Ages</b>	ART	U	****	AMa	2	IA
2: Prevent 1 damage to you.						
<b>Skull Catapult</b>	ART	U	***	BWa	4	IA
1, T: Sacrifice a creature to do 2 damage to any target.						
<b>Skull of Orm</b>	ART	U	***	TWa	3	DK
5, T: Bring an enchantment card from your graveyard into your hand.						
<b>Snow Fortress</b>	AC	R	****	JMe	5	IA
Counts as wall. 1: +1/+0 until end of turn. 1: +0/+1 until end of turn. 3: Do 1 damage to a non-flying creature that is attacking you. 0/4.						
<b>Soldevi Golem</b>	AC	R	***	AMa	4	IA
Does not untap during your untap phase. 0: Untap one of opponent's creatures to untap Soldevi Golem. Use this ability only at the end of your upkeep. 5/3						
<b>Soldevi Simulacrum</b>	AC	U	***	Dfr	4	IA
CU: 1. 1: +1/+0 until end of turn. 2/4.						
• <b>Sol Ring</b>	ART	U	****	MTe	1	A,B,U,R
T: Add 2 to your mana pool (play as an interrupt).						
<b>Soul Net</b>	ART	U	**	DWi	1	A,B,U,R,4TH
1: Take 1 life each time a creature is placed in the graveyard. Can only give 1 life for each time a creature is placed in the graveyard.						
<b>Spirit Shield</b>	ART	R	***	SKi	3	FE
2, T: Make target creature +0/+2 as long as Spirit Shield is tapped. You may leave Spirit Shield tapped during your untap phase.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Staff of Zegon</b>	ART	C	•	MPa	4	AQ
3: Make target creature -2/0 until end of turn. Creatures with power less than 1 deal no damage.						
<b>Standing Stones</b>	ART	U	•	Sev	3	DK
1, T: Sacrifice 1 life to add 1 mana of any color to your mana pool.						
<b>Stone Calendar</b>	ART	R	**	AWe	5	DK
Your spells cost 1 less to cast; casting cost cannot go below 0.						
<b>Su-Chi</b>	AC	U	•	CRu	4	AQ
When Su-Chi goes to the graveyard, its controller gets 4 colorless mana. 4/4.						
<b>Sunglasses of Urza</b>	ART	R	***	Dfr	3	A,B,U,R,4th
Your plains may generate either a white or red mana.						
<b>Staff of the Ages</b>	ART	R	**	DGe	3	IA
Creatures with landwalk ability may be blocked as if they did not have that ability.						
<b>Sunstone</b>	ART	U	**	Pfo	3	IA
2: Sacrifice a snow-covered land to make all creatures deal no damage in combat this turn.						

**Feldon's Cane and Despotic Scepter:** Wizards of the Coast loves to come up with crazy rulings, like the one that says that if Feldon's Cane is destroyed after it is used, it goes to the graveyard instead of leaving play. Huh? So what does this mean in English? Use your Feldon's Cane, and then immediately destroy it with a Despotic Scepter. The Cane will then get shuffled back into your deck. *Voilà!* Infinite recursion! (Trust us: this one works. For now.)

• <b>Sword of the Ages</b>	ART	R	****	CRu	6	LG
Enters play tapped. T: Sacrifice Sword of the Ages and any number of creatures to do damage to one target equal to combined amount of creature's power. Remove Sword of the Ages and sacrificed creatures from the game.						
<b>Tablet of Epiyr</b>	ART	C	•	CRu	1	AQ
1: Take 1 life each time an artifact is placed in the graveyard. Can only give 1 life for each time an artifact is placed in the graveyard.						
<b>Tawnos's Coffin</b>	ART	R	****	CRu	4	AQ
3, T: Take a creature out of play. Target is considered out of play for as long as Coffin remains tapped. If Coffin is untapped or removed, creature returns to play tapped. You may choose not to leave Coffin tapped.						
<b>Tawnos's Wand</b>	ART	U	**	DSh	4	AQ,4TH
2: Make a target creature with power no greater than 2 unblockable except by artifact creatures until end of turn. Target's power may be increased after defense is chosen.						
<b>Tawnos's Weaponry</b>	ART	U	***	Dfr	2	AQ,4TH
2T: Target creature gets +1/+1 as long as Tawnos's Weaponry remains tapped. You may choose not to untap Tawnos's Weaponry during untap phase.						
<b>Tetravus</b>	AC	R	***	MTe	6	AQ,4TH
Flying. Give Tetravus three +1/+1 counters when cast. In your upkeep, you may move some of these counters on or off Tetravus. Counters that are off of Tetravus become independent 1/1 flying artifact creatures that, when killed, are removed from play. The counters may not be targeted by enchantments cast or shore enchantments on Tetravus. 1/1.						
<b>Throne of Bone</b>	ART	U	**	AMa	1	A,B,U,R,4TH
1: Take 1 life each time a black spell is cast. Can only give 1 life for each time a black spell is cast.						
<b>Time Bomb</b>	ART	R	***	AWe	4	IA
Put a time counter on Time Bomb during your upkeep. 1, T: Sacrifice Time Bomb to have it deal * damage to each creature and player, where * equals the number of time counters on Time Bomb.						
• <b>Time Vault</b>	ART	R	****	MTe	2	A,B,U
Enter an extra turn. Comes into play tapped, and may only be untapped if controller forfeits a turn.						
<b>Tormod's Crypt</b>	ART	C	****	CRu	0	DK, CH
T: Sacrifice Tormod's Crypt to remove all cards within target player's graveyard from the game.						
<b>Tower of Coireall</b>	ART	U	**	Dfr	2	DK
T: Make target creature unblockable by walls until end of turn.						
<b>Triassic Egg</b>	ART	R	***	Dfr	4	LG, CH
3, T: Put a counter on Triassic Egg. When there are 2 counters on Triassic Egg, sacrifice it to put any creature in hand or graveyard directly in play. Treat this creature as if just summoned.						
<b>Triskelion</b>	AC	R	****	DSh	6	AQ,4TH
Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1.						



Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description							Description						
<b>Urza's Avenger</b> AC R **** AWe 6 AQ,4TH 0: Avenger loses -1/-1 and you may give it either flying, banding, first strike, or trample until end of turn. Attribute losses and ability gains are not cumulative. 4/4.							<b>Zelyon Sword</b> ART R *** SKI 3 FE 3, T: Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase.							<b>Breeding Pit</b> EN U **** AMa B3 FE Put a 0/1 Thrull taken in play at the end of each of your turns. Pay BB during upkeep or bury Breeding Pit.						
<b>Urza's Bauble</b> ART U • CRu 0 IA T: Sacrifice Urza's Bauble to look at a random card from opponent's hand. Draw a card at the beginning of the next turn.							<b>Zuran Orb</b> ART U ***** SEv 0 IA 0: Sacrifice a land to gain 2 life.							<b>Brine Shaman</b> SC C *** CBr B1 IA T: Sacrifice a creature to give a creature +2/+2 until end of turn. UU1: Sacrifice a creature to counter a summon spell. 1/1.						
<b>Urza's Chalice</b> ART C ** JMe 1 AQ 1: Take 1 life for any artifact cast. Can only give 1 life for each time an artifact is cast.														<b>Broken Visage</b> INS R ** MKI B4 HL Bury target non-artifact attacking creature and put shadow token into play. Treat this token as a black creature with power and toughness equal of the attacking creature. Bury token at the end of turn.						
<b>Urza's Miter</b> ART R ** RAF 3 AQ 3: Draw one card from your library whenever one of your artifacts goes to the graveyard. You may only draw one card per artifact destruction. Urza's Miter may not be used when you destroy an artifact to gain benefits from another card.														<b>Burnt Offering</b> INT C ** DGe B IA Sacrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost.						
<b>Veexing Arcanix</b> ART R **** RGA 4 IA 3, T: Make target player name a card and turn over the top card of his or her library. If the player's guess matches the card, it is placed in his or her hand. Otherwise, it is put in the graveyard and that player takes 2 damage.														<b>Carion Anis</b> SC U **** RTh BB2 LG,4TH 1: +1/+1 until end of turn. 0/1.						
<b>Vibrating Sphere</b> ART R ** RTh 4 IA During your turn, all your creatures gain +2/+0. During all other turns, all your creatures get -0/-2.														<b>Cemetery Gate</b> SC C **** MBa B2 HL Protection from black. 0/5. (Two versions)						
<b>Voodoo Doll</b> ART R ** SEv 6 LG, CH Put a counter on Voodoo Doll during upkeep. If Voodoo Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. XX, T: Do X damage to one target.														<b>Chains of Mephitophiles</b> EN R • HHu B1 LG Except for the first card drawn in draw phase, every player must discard a card in hand before drawing. A player without cards in hand must place top card in library in graveyard instead of drawing.						
<b>Walking Wall</b> AC U **** AWA 4 IA Counts as wall. 3: Give Walking Wall +3/+1 and enable it to attack. This ability may only be used once per turn. 0/6. Wall cannot attack the turns it comes under your control.														<b>cloak of Confusion</b> EC C **** MOK B1 IA If target creature you control attacks and is not blocked, you may have it deal no damage this turn. If you do so, defending player must discard a card at random from his or her hand.						
<b>Wall of Shields</b> AC U ** RGA 3 IA Counts as wall. Banding. 0/4.														<b>Contract from Below</b> SOR R **** DSh B A,B,U,R Discard your hand; draw a new ante card plus seven cards.						
<b>Wall of Spears</b> AC C ** SEv 3 AQ,4TH First strike, counts as a wall. 2/3.														<b>Cosmic Horror</b> SC R **** JMy BBB3 LG,4TH First strike. Pay BBB3 during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7.						
<b>Wand of Ith</b> ART U **** QHo 4 DK 3, T: Examine a randomly chosen card from target player's hand. Unless the card is a land, the target player must either discard it or sacrifice life equaling its casting cost. If the card is a land, the target player must either discard it or sacrifice 1 life. Wand of Ith may only be used during controller's turn.														<b>Cuombaji Witches</b> SC C **** KFo BB AN, CH T: Each player does 1 damage to any target. 1/3.						
<b>War Barge</b> ART U **** TWa 4 DK 3: Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.														<b>Curse Artifact</b> EA U • MTe BB2 DK Controller of target artifact must bury target during upkeep or lose 2 life.						
<b>War Chariot</b> ART U **** DWi 3 IA 3, T: Give target creature trample until end of turn.														<b>Cursed Land</b> EL U **** JMy BB2 ABUR,4TH Do 1 damage to controller of target land during upkeep.						
<b>Weakstone</b> ART U ** JHa 4 AQ All attacking creatures lose -1/-0. Those creatures with power less than 1 deal no damage.														<b>Cyclopean Mummy</b> SC C • EBe B1 LG,4TH Remove Mummy from game if it goes to graveyard. 2/1.						
<b>Whalebone Glider</b> ART U *** AWe 2 IA 2, T: Give one of your creatures with power no greater than 3 flying until end of turn.														<b>Dance of the Dead</b> EC U **** RGA B1 IA Bring a creature from any graveyard into play on your side tapped and with +1/+1. Creature does not untap during its controller's untap phase. Its controller may pay 1B to untap it.						
<b>White Mana Battery</b> ART R **** AWA 4 LG,4TH 2, T: Add a counter to White Mana Battery. T: Add W to your mana pool. Remove as many counters as you wish, add W for each counter removed (play as an interrupt).														<b>Dark Banishing</b> INS C **** DTu B2 IA Bury target creature. Cannot target black creatures.						



ERON THE RELENTLESS



LIVING ARMOR

**Eron the Relentless and Living Armor:** He's big, he's red, he's mean... and no, we're not talking about that dog Clifford! It's Eron the Relentless, and for five mana he packs a powerful punch. Problem is, when it comes to toughness, he's a wimp. Solution? Spruce up Eron with Living Armor to make him 5/7. Now that's more like it. I mean, what kind of immortal can get popped off by a piddly Incinerate?

<b>Winter Orb</b> ART R *** MTe 2 A,B,U,R,4TH Each player may only untap up to 1 land during untap phase.						
<b>Wooden Sphere</b> ART U **** MTe 1 A,B,U,R,4TH 1: Take 1 life for any green spell is cast. Can only give 1 life for each time a green spell is cast.						
<b>Yotian Soldier</b> AC C *** CRu 3 AQ,4TH Yotian Soldier does not tap when attacking. 1/4.						

<b>Bog Imp</b> SC C ** RSp B1 DK, 4TH Flying. 1/1.						
<b>Bog Rats</b> SC C *** RSp B DK, CH Cannot be blocked by walls. 1/1.						
<b>Bog Wraith</b> SC U *** JMe B3 A,B,U,R,4TH Swampwalk. 3/3.						

<b>Drift of the Dead</b> SC U *** BSn B3 IA Counts as wall. Drift of the Dead has power and toughness each equal to the number of snow-covered lands you control. */						
<b>Drudge Skeletons</b> SC C **** SEv B1 A,B,U,R,4TH B: Regenerates. 1/1.						

•/• Restricted/Banned	ART Artifact	CU Cumulative Upkeep	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature
AC Artifact Creature	CR Current Rarity	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery





# players guide

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Drudge Spell</b>	EN	U	••	Nth	BB		HL
B: Remove 2 creatures from graveyard out of game. Bring taken Skeleton into play. Skeleton is a black 1/1 creature; B: regenerates. All skeletons are discarded if Drudge Spell leaves play.							
<b>Dry Spell</b>	SOR	C	•••	Bsn	B1		HL
Dry Spell deals 1 damage to each creature and player. (Two versions)							
<b>Eater of the Dead</b>	SC	U	•••	JMy	B4		DK
Choose a creature in any graveyard and remove it from the game. Untap Eater of the Dead. 3/4.							
<b>Ebon Praetor</b>	SC	R	•••	RAF	B4		FE
Trample, first strike. Put a -2/-2 counter on Ebon Praetor during upkeep. Sacrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5.							
<b>El-Hajjaj</b>	SC	R	•••	DWi	BB1		AN,R,4TH
Gain 1 life for every point of damage El-Hajjaj inflicts. 1/1.							
<b>Erg Raiders</b>	SC	C	••	DWi	B1		AN,R,4TH
Lose 2 life at end of turn if Erg Raiders don't attack, except in the turn when they're summoned. 2/3.							
<b>Evil Eye Orms-By-Gore</b>	SC	U	••	JMy	B4		LG
Your creatures may not attack, except for Evil Eye. Evil Eye may only be blocked by walls. 3/6.							
<b>Evil Presence</b>	EL	U	•••	SEv	B		A,B,U,R,4TH
Target land is now a basic swamp.							
<b>Fallen, The</b>	SC	U	••	JMy	BBB1		DK, CH
During controller's upkeep, does 1 damage to every opponent it has previously damaged. 2/3.							
<b>Fallen Angel</b>	SC	U	••••	AMa	BB3		LG, CH
Sacrifice a creature to give Fallen Angel +2/+1 until end of turn. 3/3.							
<b>Fear</b>	EC	C	••••	MPo	BB		A,B,U,R,4TH
Only black or artifact creatures may block target creature.							
<b>Fear</b>	EC	C	••••	RfM	BB		A,B,U,R,4th,IA
Only black or artifact creatures may block target creature.							
<b>Feast of the Unicorn</b>	EC	C	•••	DDe	B3		HL
Target creature gets +4/+0. (Two versions)							
<b>Flow of Maggots</b>	SC	R	••••	RSp	B2		IA
CU: 1. May not be blocked by non-wall creatures. 2/2.							
<b>Foul Familiar</b>	SC	C	•••	AMa	B2		IA
Foul Familiar may not block. B: Sacrifice 1 life to return Foul Familiar to its owner's hand. 3/1.							
<b>Frankenstein's Monster</b>	SC	R	••	AMa	BBX		DK
Take X creatures from your graveyard and remove them from the game when casting Frankenstein's Monster, or it is countered. For each creature removed from the game in this way, give Frankenstein's Monster a permanent +2/+0, +1/+1, or +0/+2. 0/1.							
<b>Frozen Shade</b>	SC	C	•••	DSh	B2		A,B,U,R,4TH
B: +1/+1 until end of turn. 0/1.							
<b>Funeral March</b>	EC	C	•••	MBe	BB1		HL
When target creature leaves play, that creature's controller must sacrifice a creature he controls. Ignore this effect if he controls no other creatures.							
<b>Gangrenous Zombies</b>	SC	C	•••	Bsn	BB1		IA
T: Sacrifice to deal 1 damage to each creature and player. Gangrenous Zombies deals 2 damage if you control any snow-covered swamps. 2/2.							
<b>Gate to Phyrexia</b>	EN	U	•••	SEv	BB		AQ
Sacrifice one of your creatures during your upkeep to destroy any one artifact.							
<b>Gaze of Pain</b>	SOR	C	•••	AMa	B1		IA
For each creature you control that attacks and is not blocked, you may choose to have it deal no damage to defending player this turn. If you do so, it instead deals damage equal to its power to any target creature.							
<b>Ghost Hounds</b>	SC	U	••	JMe	B1		HL
Attacking does not cause Ghost Hounds to tap. Gains first strike if blocking or blocked by white creature(s). 1/1.							
<b>Ghosts of the Damned</b>	SC	C	••	EBe	BB1		LG
T: Make target creature -1/-0 until end of turn. 0/2.							
<b>Giant Slug</b>	SC	C	•••	AMa	B1		LG, CH
5: Give Slug landwalk ability of your choice on your next turn. 1/1.							
<b>Gloom</b>	EN	U	•••	Dfr	B2		A,B,U,R,4TH
White spells and white enchantment activation costs now require 3 extra mana							
<b>Glyph of Doom</b>	INS	C	••	SVC	B		LG
Creatures blocked by target wall are destroyed after combat.							
<b>Grandmother Sengir</b>	SC	R	•••	PVe	B4		HL
B1, T: Target creature -1/-1 until end of turn. 3/3							
<b>Gravebind</b>	INS	R	••	DTu	B		IA
Target creature may not regenerate this turn. Draw a card at the beginning of the next turn							

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Grave Robbers</b>	SC	R	•••	QHo	BB1		DK
B, T: Choose an artifact in any graveyard and remove it from the game. Take 2 life. 1/1.							
<b>Greater Werewolf</b>	SC	C	•••	DDer	B4		HL
After combat, put a -0/-1 counter all creatures that blocked werewolf. 2/4.							
<b>Greed</b>	EN	R	•••	PFo	B3		LG, 4TH
B: Draw an extra card and sacrifice 2 life.							
<b>Guardian Beast</b>	SC	R	•••	KMe	B3		AN
If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4.							
<b>Hasran Ogress</b>	SC	C	••	Dfr	BB		AN, CH
Pay 2 when Hasran Ogress attacks or lose 2 life. 3/2.							
<b>Haunting Wind</b>	EN	U	••	JMe	B3		AQ
Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid.							

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Inquisition</b>	SOR	C	••	AMa	B2		DK
Examine target player's hand. Do 1 damage to for each white card in hand.							
<b>Irimi Sengir</b>	SC	U	••	PVe	BB2		HL
All white and green enchantments cost an extra 2 to cast. 2/2.							
<b>Javial Evil</b>	SOR	R	••	CRu	B2		LG
Do 2 damage to opponent for each white creature opponent controls.							
<b>Junun Efreit</b>	SC	U	•••	CRu	BB1		AN,4TH
Flying. Pay BB during upkeep or Junun Efreit is destroyed. 3/3.							
<b>Juzam Djinn</b>	SC	R	••••	MTe	BB2		AN
Lose 1 life during upkeep. 5/5.							
<b>Khabal Ghoul</b>	SC	R	••••	DSh	B2		AN
Gets a +1/+1 token at end of turn for each creature that was destroyed that turn. 1/1.							



BLOOD MOON



PRIMAL ORDER

**Blood Moon and Primal Order:** Put these two cards out and not only will your opponent's lands turn to mountains, he'll take damage from them too!!! Wait a second...no, that's another magazine's combo. But seriously, even though Blood Moon effectively shuts off Primal Order, it's a nice scare tactic. Think your opponent is going to be so quick to get rid of the Blood Moon knowing what's waiting underneath it?

<b>Headless Horseman</b>	SC	C	••	QHo	B2		LG
2/2.							
<b>Headstone</b>	INS	C	•••	DCh	B1		HL
Remove target card in any graveyard from game. Draw a card during next turn's upkeep.							
<b>Hecatomb</b>	EN	R	••••	Nth	BB1		IA
Sacrifice four creatures when Hecatomb comes into play. O: Top a swamp you control to have Hecatomb deal 1 damage to any target.							
<b>Hell Swarm</b>	INS	C	••	CRu	B		LG
Make all creatures -1/-0 until end of turn.							
<b>Hell's Caretaker</b>	SC	R	••••	SEv	B3		LG, CH
T: Sacrifice a creature to put a creature in your graveyard directly in play. 1/1.							
<b>Hellfire</b>	SOR	R	••••	PVe	BBB2		LG
Destroy all non-black creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.							
<b>Hoor Shade</b>	SC	C	•••	RTh	B3		IA
B: +1/+1 until end of turn. 1/2							
<b>Horror of Horrors</b>	EN	U	•••	MTe	BB3		LG
Sacrifice a swamp to regenerate a black creature.							
<b>Howl from Beyond</b>	INS	C	••••	MPo	BX		A,B,U,R,4th,IA
Target creature gains +X/+0 until end of turn							
<b>Hyalopterous Lemure</b>	SC	U	•••	RTh	B4		IA
O: Gains flying and -1/-0 until end of turn. 4/3.							
<b>Hymn to Tourach</b>	SOR	C	••••	MuH	BB		FE
Target player randomly discards two cards in hand. Artists: LDo, QHo, SKi, SVC.							
<b>Hypnotic Specter</b>	SC	U	••••	DSh	BB1		A,B,U,R,4TH
Flying. Opponent damaged by Specter must randomly discard a card from hand. 2/2							
<b>Icequake</b>	SOR	U	•••	RKF	BB1		IA
Destroy a land. If it is a snow-covered land, Icequake does 1 damage to the land's controller							
<b>Ihsan's Shade</b>	SC	U	••••	CRu	BBB3		HL
Protection from white. 5/5							
<b>Imprison</b>	EC	R	••••	CRu	B		LG
1: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.							
<b>Infernal Darkness</b>	EN	R	•••	PFo	BB2		IA
CU: B and 1 life. All mana-producing lands produce B instead of their normal mana							
<b>Infernal Denizen</b>	SC	R	•••	DTu	B7		IA
During your upkeep, you must sacrifice two swamps or Infernal Denizen becomes tapped, and target opponent may gain control of a creature you control of his or her choice. T: Gain control of target creature. 5/7							
<b>Infernal Medusa</b>	SC	U	•••	AMa	BB3		LG
Destroy all non-wall creatures blocking or blocked by Medusa 2/4							
<b>Initiates of the Ebon Hand</b>	SC	C	•••	MuH	B		FE
1: Add B to your mana pool (play as an interrupt). Bury Initiates of the Ebon Hand if more than 5 swamps throughout the game. Artists: LDo, Kfo, HHu 1/1							

<b>Kjeldoran Dead</b>	SC	C	••••	MBe	B		IA
You must sacrifice a creature when Kjeldoran Dead comes into play. B: Regenerate. 3/1.							
<b>Knights of Stromgald</b>	SC	U	••••	MPo	BB		IA
Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. 2/1.							
<b>Koskun Falls</b>	EW	R	••	RAI	BB2		HL
During your upkeep, tap target creature you control or bury Koskun Falls. No creature can attack you unless its controller pays an additional 2 whenever the creature attacks.							
<b>Krovikan Elementalist</b>	SC	U	•••	DSh	BB		IA
2R: Give a creature +1/+0 until end of turn. UU: Give a creature you control flying until end of turn. Bury that creature at the end of the turn. 1/1.							
<b>Krovikan Fetish</b>	EC	C	••	HHu	B2		IA
Target creature gets +1/+1. Draw a card at the beginning of the next turn.							
<b>Krovikan Vampire</b>	SC	U	•••	QHo	BB3		IA
If a creature dies during a turn in which Krovikan Vampire damaged it, it is put into play under your control. Bury the creature if Krovikan Vampire leaves play or your control. 3/3.							
<b>Legions of Lim-Dul</b>	SC	C	••	AMa	BB1		IA
Snow-covered swampwalk. 2/3.							
<b>Leshrac's Rite</b>	EC	U	•••	RTh	B		IA
Give target creature swampwalk.							
<b>Leshrac's Sigil</b>	EN	U	••••	DTu	BB		IA
BB: Whenever an opponent successfully casts a green spell, look at that player's hand and discard a card from that hand of your choice. BB: Return Leshrac's Sigil to owner's hand.							
<b>Lesser Werewolf</b>	SC	U	•••	QHo	B3		LG
B: Give Werewolf -1/-0 until end of turn. Put a -0/-1 permanent counter on creatures blocking or blocked by Werewolf. Lesser Werewolf's power may not be reduced below 0 using this ability. 2/4.							
<b>Lich</b>	EN	R	••	DGe	BBBB		A,B,U
Sacrifice all your life. For each point of damage you subsequently suffer, remove one permanent in play. For every point you gain, draw a card. You lose when you run out of cards in play or when Lich leaves play							
<b>Lim-Dul's Cohort</b>	SC	C	••	DSh	BB1		IA
Creatures blocking or blocked by Lim-Dul's Cohort cannot regenerate this turn. 2/3.							
<b>Lim-Dul's Hex</b>	EN	U	•••	LDo	B1		IA
During your upkeep, Hex does 1 damage to all players. Each player may pay B or 3 to prevent the damage to himself or herself.							
<b>Lord of the Pit</b>	SC	R	•••	MTe	BBB4	ABU,4TH	
Flying, trample. During upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7.							
<b>Lost Soul</b>	SC	C	••	RAF	BB1		LG,4TH
Swampwalk. 2/1							
<b>Marsh Gas</b>	INS	C	•	DSh	B		DK,4TH
Make all creatures -2/-0 until end of turn.							



Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
<div>Mana Short</div> <div>2</div> <div>All opponent's lands are tapped, and opponent's mana pool is emptied. Opponent takes no damage from unspent mana.</div> <div>Wizards of the Coast</div> <div>MAMA SHORT</div>																				
<div>  Mana Short: a.k.a. the poor man's Time Walk. The best time to use Mana Short is during your opponent's upkeep so he won't be able to cast anything but instants during his turn. Tapping all your opponent's lands will also let you slip by Counterspells, Circles of Protection and other annoying things that rely on mana. When your turn rolls around, your opponent will be tapped out and you'll be rearing to go!</div>																				

•/• Restricted/Banned  
AC Artifact Creature

ART Artifact  
CR Current Rarity

CU Cumulative Upkeep  
EA Enchant Artifact

EC Enchant Creature  
EE Enchant Enchantment

EL Enchant Land  
EN Enchantment

EW Enchant World  
INS Instant

INT Interrupt  
LAN Land

SC Summon Creature  
SOR Sorcery





## players guide

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Walking Dead	B: Regenerates. 1/1.	SC	C	****	Dfr	B1	LG
Wall of Bone	B: Regenerates. 1/4.	SC	U	**	AMa	B2	A,B,U,R,4TH
Wall of Putrid Flesh	Protection from white. damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4.	SC	U	**	RTh	B2	LG
Wall of Shadows	damage done to Wall of Shadows by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1.	SC	C	***	PVe	BB	LG, CH
Wall of Tombstones	*=the number of creatures in your graveyard. 0/1+*.	SC	U	*	Dfr	B1	LG
Warp Artifact	Do 1 damage to target artifact's controller during upkeep.	EA	R	***	AWe	BB	A,B,U,R,4TH



KROVIKAN FETISH



CROWN OF THE AGES

**Krovikan Fetish and Crown of the Ages:** For three mana, Krovikan Fetish is no Unholy Strength, but it does let you draw a card. Of course, if you've a Crown of the Ages, it's even better. With this combo, you can bounce the Fetish around to whichever of your creatures needs it, and each time you do so, you'll get to draw a card next turn. It's like a Jayemdae Tome, only better!

<b>Weakness</b>	EC	C	♦♦♦♦	DSh	BO	A,B,U,R,4TH
Target creature loses 2/-1.						
<b>Withering Wisps</b>	EN	U	♦♦♦♦	Nth	BB1	IA
B: Do 1 damage to each creature and all players. You may not spend more B than the number of snow-covered swamps you control. Destroy Withering Wisps if there are no creatures in play at end of turn.						
<b>Will-O'-The-Wisp</b>	SC	R	♦♦♦♦	JMy	B	A,B,U,R,4TH
Flying. B: Regenerates. 0/1.						
<b>Word of Binding</b>	SOR	C	♦♦♦	RSp	BBX	DK,4TH
Tap X creatures.						
<b>Word of Command</b>	INS	R	♦	JMy	BB	A,B,U
Examine opponent's hand. Play a sorcery or instant of your choosing from opponent's own cards in hand if you may do so legally using his or her available mana.						
<b>Worms of the Earth</b>	EN	R	♦	AMa	BBB2	DK
No new land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life.						
<b>Wretched, The</b>	SC	R	♦♦♦♦	CRu	BB3	LG, CH
After combat, take control of all creatures blocking The Wretched. You lose control of such creatures when The Wretched leaves play or your control. 2/5.						
<b>Xenic Poltergeist</b>	SC	R	♦♦♦	Dfr	BB1	AQ, 4TH
T: Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.						
<b>Yawgmoth Demon</b>	SC	R	♦♦	Sev	BB4	AQ, CH
Flying, first strike. During your upkeep, sacrifice one of your artifacts Yawgmoth Demon taps to do 2 damage to you. 6/6						
<b>Zombie Master</b>	SC	R	♦♦	JMe	BB1	A,B,U,R,4TH
All zombies in play gain swampwalk and may regenerate for B as long as Zombie Master remains in play. 2/3.						

## BLUE

Acid Rain	SOR	R	***	Nth	U3	LG
Destroy all forests in play.						
Aether Storm	EN	U	***	MTe	3U	HL
No summon spell may be cast. Any player may pay 4 life to bury Aether Storm. Effects that prevent or redirect damage may not be used to counter this loss of life.						

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Air Elemental	Flying. 4/4.	SC	U	****	RTh	UU3	A,B,U,R,4TH
Amnesia	Examine target player's hand. Target discards all non-land cards in hand.	SOR	U	***	MPo	UUU3	DK
Ancestral Recall	Target player must draw 3 cards.	INS	R	*****	MPo	U	A,B,U
Animate Artifact	Does not affect artifact creatures. Target artifact becomes artifact creature with power and toughness equaling its casting cost; target retains original abilities.	EA	U	***	DSh	U3	A,B,U,R,4TH
Anti-Magic Aura	Destroy all enchantments on target creature, which cannot be targeted by any other instants, sorceries, or enchantments.	EC	C	****	DSh	U2	LG
Apprentice Wizard	U: T, Add 3 to your mana pool (play as an interrupt). 0/1	SC	C	***	Dfr	UU1	DK,4TH
Arniflat's Ascent	CU: U. 1: Target creature gains flying until end of turn.	EN	C	***	Dtu	UU1	IA
Azure Drake	Flying. 2/4.	SC	U	***	Dfr	U3	LG, CH
Baki's Curse	Baki's Curse deals 2 damage to each creature for each creature enchantment on that creature.	SOR	R	**	NLe	UU2	HL
Backfire	For each point of damage done you take from target creature, Backfire does a point of damage to creature's controller.	EC	U	**	BSn	U	LG,4TH

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Coral Reef	Put four poly counters on Coral Reef. O: sacrifice an Island for 2 poly. U: tap and place +0/+1 counter on target blue creature you control. Remove 1 poly counter.	EN	Cn	**	AWe	UU	HL
Counterspell	Counter target spell as it is being cast.	INT	U	*****	MPo	UU	A,B,U,R,4TH,IA
Creature Bond	If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.	EC	C	***	AMa	U1	A,B,U,R,4TH
Dance of Many	When casting Dance of Many, choose a creature card in play. Put a token creature in play and treat it as if you have just summoned a duplicate of the target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay UU during upkeep or destroy Dance of Many.	EN	R	***	Sev	UU	DK, CH
Dandan	Cannot attack if opponent has no islands. Destroyed if you have no islands. 4/1.	SC	C	*	DTu	UU	AN, CH
Dark Maze	O: Dark Maze can attack this turn. At the end of the turn, remove Dark Maze from the game. Dark Maze cannot attack the turn it comes under your control. (Two versions)	SC	C	**	RAI	U4	HL
Deep Spawn	Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Deep Spawn. U: Deep Spawn may not be target of spells or effects until end of turn. Tap Deep Spawn if it was untapped. Do not untap Deep Spawn as normal during your next untap phase. 6/6.	SC	U	***	MTe	UUU5	FE
Deep Water	U: All mana-producing lands under your control produce U unit end of turn instead of their usual mana.	EN	C	**	JMe	UU	DK
Deflection	Target spell with one target now targets a legal target of your choice.	INT	R	*****	MRo	U3	IA
Devouring Deep	Islandwalk. 1/2.	SC	C	**	LDa	U2	LG
Drafna's Restoration	U1: Put a white or black creature from your graveyard into play as though it were just summoned. That creature now has an additional CU: 2. If the creature leaves play, remove it from the game.	SOR	C	**	AWe	U	AQ
Drain Power	Opponent must draw all mana from available lands. All mana in opponent's mana pool becomes yours.	SOR	R	****	DSh	UU	A,B,U,R,4TH
Dream Coat	Change target creature's color to another color (play as an interrupt).	EC	U	***	AWa	U	LG
Dreams of the Dead	U1: Put a white or black creature from your graveyard into play as though it were just summoned. That creature now has an additional CU: 2. If the creature leaves play, remove it from the game.	EN	U	***	HHu	U3	IA
Drowned	B: Regenerates. 1/1.	SC	C	*	QHo	U1	DK
Elder Spawn	Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.	SC	R	*	JMy	UUU4	LG
Electric Eel	RR: Give Eel +2/+0 and Electric Eel does 1 damage to you. Lose 1 life when summoning Electric Eel. 1/1.	SC	U	*	AMa	U	DK
Enchantment Alteration	Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change. Enchantment Alteration has no effect if new target is not valid.	INS	U	****	BSn	U	LG, CH
Energy Flux	Each artifact requires 2 during upkeep or it must be destroyed.	EN	U	***	KFo	U2	AQ,R,4TH
Energy Tap	Tap target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool.	SOR	C	**	DGe	U	LG,4TH
Enervate	Tap target creature, land, or artifact. Draw a card at the beginning of the next turn.	INS	C	*	LWi	U1	IA
Erosion	Destroy target land unless its controller pays 1 or sacrifices 1 life during upkeep.	EL	C	**	PVe	UUU	DK,4TH
Errant Minion	During target creature's controller's upkeep, Errant Minion deals 2 damage to him or her. He or she may pay 1 for each damage he or she wishes to prevent from Errant Minion.	EC	C	*	HMc	U2	IA
Essence Flare	Target creature gets +2/+0. Put a 0/-1 counter on the creature during each of its controller's upkeeps.	EC	C	***	RKF	U	IA
Feedback	Do 1 damage to controller of target enchantment during upkeep.	EE	U	**	QHo	U2	A,B,U,R,4TH
Field of Dreams	The top card in every library plays face up.	EW	R	***	KFo	U	LG
Fishliver Oil	Give target creature islandwalk.	EC	C	***	AMa	U1	AN, CH
Flash Counter	Counter target interrupt or instant spell.	INT	C	***	HMc	U1	LG
Flash Flood	Destroy red permanent or return mountain to owner's hand. Destroy enchantments on target land.	INS	C	*	TWu	U	LG, CH
Flight	Target creature now has flying.	EC	C	****	AMa	U	A,B,U,R,4TH
Flood	UU: Tap target non-flying creature.	EN	C	***	DDe	U	DK,4TH
Flying Men	Flying. 1/1.	SC	C	****	CRu	U	AN



Name Description	Kind	CR	Rating	Artist	Cost	Sets Found	Name Description	Kind	CR	Rating	Artist	Cost	Sets Found	Name Description	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Force Spike</b> Counter target spell unless its caster spends 1 extra colorless mana.	INT	C	••	BW	U	LG	<b>Invoke Prejudice</b> Counter an opponent's spell summoning a creature of a color different from one of the creatures you control unless caster pays an extra X, where X is the cost of the spell being cast.	EN	R	••	HM	UUUU	LG	<b>Merchant Scroll</b> Search library for blue instant or interrupt. Show cards to all opponents and place in your hand. Reshuffle library afterwards.	SOR	C	•••	LD	U1	HL
<b>Force Void</b> Counter target spell unless its caster spends 1 extra colorless mana. Draw a card at the beginning of the next turn.	INT	U	•	MTe	U2	IA	<b>Island Fish Jasconius</b> Pay UUUU during upkeep to untap. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 6/8.	SC	R	••	JMy	UUU4	AN,R,4TH	<b>Merchant Ship</b> Gain 2 life if Merchant Ship attacks and is not blocked. Cannot attack if opponent has no islands. Destroyed if you have no islands. 0/2.	SC	R	••	TW	U	AN
<b>Forget</b> Target player chooses and discards 2 cards from his or her hand. If that player doesn't have enough cards, discard the whole hand. Player then draws as many new cards as were discarded.	SOR	R	•••	MKG	UU	HL	<b>Jinx</b> Target land becomes basic land of your choice until end of turn. Draw a card at the beginning of the next turn's upkeep.	INS	C	••	MKG	U1	HL	<b>Merfolk Assassin</b> T: Destroy target creature that has islandwalk. 1/2.	SC	U	•••	DDe	UU	DK
<b>Gaseous Form</b> Target creature deals no recharges in combat.	EC	C	••	PfO	U2	LG,4TH	<b>Jump</b> Target creature has flying until end of turn.	INS	C	••	MPo	U	A,B,U,R,4TH	<b>Merfolk of the Pearl Trident</b> 1/1.	SC	C	••	JMe	U	A,B,U,R,4TH
<b>Ghost Ship</b> Flying. UU: Regenerates. 2/4.	SC	U	••••	TW	UU2	DK,4TH	<b>Juxtapose</b> Caster and target player each choose their highest-costing-creature and exchange control of them, then doing the same for artifacts. Do not trade artifacts or creatures if one player has none of them.	SOR	R	•••	JHa	U3	LG,CH	<b>Merseine</b> Put 3 net counters on Merseine when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay casting cost of target creature to remove counters. Artists: HHU, MOK, DTU, PVE.	EC	C	•••	Mu	UU2	FE
<b>Giant Albatross</b> Flying. U1: Bury all creatures that damaged Giant Albatross this turn. The controller of any of those creatures may pay 2 life to prevent that creature from being buried. Effects that prevent or redirect damage cannot be used to counter this loss of life. Use this ability only when Albatross is put into the graveyard from play. (Two versions)	SC	C	••	DCh	U1	HL	<b>Krovikan Sorcerer</b> T: Discard a card from your hand and draw a card. If you discarded a black card, draw two cards instead, keeping one and discarding the other. 1/1.	SC	C	•••	PMo	U2	IA	<b>Mesmeric Trance</b> CU: 1. U: Discard a card from your hand to draw a card.	SOR	U	••	MTe	U	DK,4TH
<b>Giant Oyster</b> You may choose not to untap Giant Oyster during your untap phase. T: Target tapped creature does not untap during its untap phase as long as Giant Oyster remains untapped. During your upkeep, place a -1/-1 counter on target creature. If Giant Oyster leaves play, all counters are discarded.	SC	U	••••	NLe	UU2	HL	<b>Labyrinth Minotaur</b> Creatures blocked by Labyrinth Minotaur do not untap as normal during their controller's next untap phase. 1/4 (Two versions)	SC	C	••	AMa	U3	HL	<b>Mistfolk</b> U: Counter any spell that targets Mistfolk. 1/2.	SC	C	•••	QHo	UU	IA
<b>Giant Shark</b> When Giant Shark blocks or is blocked by a creature that has been damaged this turn, Giant Shark gets +2/+0 and trample until end of turn. Giant Shark cannot attack unless opponent controls an island. Giant Shark is buried immediately whenever its controller controls no islands. 4/4.	SC	C	••	TW	U5	DK	<b>Land Equilibrium</b> If opponent has at least as much land in play as you, he or she must sacrifice a land for each new one opponent puts in play.	EN	R	•••	JMy	UU2	LG	<b>Musician</b> CU: 1. T: Put a music counter on target creature. During that creature's controller's upkeep, he or she pays 1 for each music counter, or the creature is destroyed. 1/1.	SC	R	•••	DTU	U2	IA
<b>Giant Tortoise</b> +0/+3 while untapped. 1/1.	SC	C	••	KFo	U1	AN,4TH	<b>Leviathan</b> Trample. Leviathan enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack with Leviathan. 10/10.	SC	R	•••	MTe	UUUU5	DK,4TH	<b>Mystic Decree</b> All creatures loose flying and islandwalk.	EW	R	•••	LD	UU2	HL
<b>Glacial Wall</b> 0/7.	SC	U	•••	DW	U2	IA	<b>Lifetap</b> Gain 1 life whenever opponent taps a forest.	EN	U	••••	AMa	UU	A,B,U,R,4TH	<b>Mystic Might</b> CU: U1. 0: Tap land Mystic Might enchants to give a creature +2/+2 until end of turn.	EL	R	•	NLe	U	IA
<b>Glyph of Delusion</b> Put X counters on 1 target creature blocked by target wall, where X is the power of the blocked creature. Creature does not untap as normal while it has any such counter on it. Remove a counter during creature controller's upkeep.	INS	C	•	SVC	U	LG	<b>Lord of Atlantis</b> While Lord of Atlantis is in play, all Merfolk in play gain islandwalk and +1/+1. 2/2.	SC	R	•••	MBe	UU	A,B,U,R,4TH	<b>Mystic Remora</b> CU: 1. You may draw a card whenever target opponent successfully casts a non-creature spell. That player may pay 4 to counter this effect.	EN	C	••	KMe	U	IA
<b>High Tide</b> All islands produce an additional U until end of turn. Artists: AMa, DTU, AWE.	INS	C	••••	Mu	U	FE							<b>Naryhal</b> First strike. Protection from red. 2/2.	SC	R	•••	DCh	UU2	HL	
<b>Homarid</b> Put a tide counter on Homarid when bringing it into play and during upkeep. Homarid gets -1/-1 if it has one tide counter and +1/+1 when it has three tide counters. Remove all counters when there are four tide counters on Homarid. Artists: QHo, HHU, MTe, BWa. 2/2.	SC	C	•	Mu	U2	FE														
<b>Homarid Shaman</b> U: Tap target green creature. 2/1.	SC	R	••	AW	UU2	FE														
<b>Homarid Spawning Bed</b> UU1: Sacrifice a blue creature to put X Comarids, which are 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.	EN	U	••••	DSh	UU	FE														
<b>Homarid Warrior</b> U: Homarid Warrior may not be the target of spells or effects until end of turn. If Homarid Warrior is untapped, tap it. Do not untap Homarid Warrior as normal during your next untap phase. Artists: RAF, DGe, DSh. 3/3.	SC	C	••	Mu	U4	FE														
<b>Hurkyl's Recall</b> Return all artifacts in play owned by target player to owner's hand; enchantments on those artifacts are discarded.	INS	R	•••	NTh	U1	AQ,R,4TH														
<b>Hydroblast</b> Counter a red spell being cast or destroy a red permanent.	INT	C	•••	KFo	U	IA														
<b>Iceberg</b> Put X ice counters on Iceberg when it comes into play. 3: Put an ice counter on Iceberg. 0: Remove an ice counter to add one colorless mana to your mana pool.	EN	U	•••	JMe	UUU	IA														
<b>Icy Prison</b> CU: 2. Gain 20 life when Icy Prison comes into play. If Icy Prison leaves play, you must sacrifice 20 life.	EN	R	•••	QHo	U3	IA														
<b>In the Eye of Chaos</b> Counter all instants and interrupts unless caster pays an extra X, where X is the cost of the spell being cast.	EW	R	•	CRu	U2	LG														
<b>Infuse</b> Untap target creature, land, or artifact. Draw a card at the beginning of the next turn.	INS	C	•	RGa	U2	IA														
<b>Invisibility</b> Target creature may only be blocked by walls.	EC	C	••••	AMa	UU	A,B,U														



**Land Tax and Winds of Change:** Everyone knows the obvious combos for Land Tax. Load up an land and play Armageddon, or throw down a Land's Edge and annihilate your opponent. But how about using it with Winds of Change? That's right, fill up your hand with three cards a turn, and then for one red mana, trade 'em back into your library for something cooler. Change is good.

## LAND TAX

## WINDS OF CHANGE

<b>Magical Hack</b> Change the text of a card being played or in play by switching one basic land type with another.	INT	R	••••	JBa	U	A,B,U,R,4TH
<b>Magus of the Unseen</b> U1, T: Untap one of opponent's artifacts and gain control of it until end of turn. If it is an artifact creature, it may attack and you may use any abilities that require tapping to activate. 1/1.	SC	R	••••	KFo	U1	IA
<b>Mahamoti Djinn</b> Flying. 5/6.	SC	R	••••	Dfr	UU4	A,B,U,R,4TH
<b>Mana Drain</b> Counter target spell. At the beginning of your next turn, take colorless mana equal to casting cost of spell.	INT	U	••••	MTe	UU	LG
<b>Mana Short</b> All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.	INS	R	•••	DW	U2	A,B,U,R,4TH
<b>Mana Vortex</b> Sacrifice a land when casting Mana Vortex or it is countered. All players who control land must sacrifice a land during upkeep. Mana Vortex is destroyed whenever there are no lands in play.	EN	R	••	DSh	UU1	DK
<b>Marjhan</b> Does not untap during your untap phase. Cannot attack if defending player controls no islands. If you control no islands, bury Marjhan. UU: Sacrifice a creature to untap Marjhan. Use this ability only during your upkeep. UU: -1/0 until the end of turn. Marjhan deals 1 damage to target attacking creature without flying. 8/8.	SC	R	•••	DGe	UU5	HL
<b>Memory Lapse</b> Counter target spell. Put that spell on top of its owner's library. (Two versions)	INT	C	••	MTe	U1	HL
<b>Old Man of the Sea</b> T: Control creature of power less than or equal to the Old Man's. May choose not to untap Old Man. You lose control of target creature if Old Man becomes untapped or if its power becomes greater than the Old Man's. 2/3.	SC	R	••••	SVC	UU1	AN
<b>Part Water</b> Give X target creatures islandwalk until end of turn.	SOR	U	•••	NTh	UUU	LG
<b>Phantasmal Forces</b> Flying. Pay U during upkeep or card is destroyed. 4/1.	SC	U	•••	MPo	U3	A,B,U,R,4TH
<b>Phantasmal Mount</b> Flying. T: Target creature you control, which has toughness less than 3, gains flying and gets +1/+1 until end of turn. If either creature leaves play before end of turn, bury the other. 1/1.	SC	U	•••	MBe	U1	IA
<b>Phantasmal Terrain</b> Target land switches to any basic land type chosen by caster.	EL	C	••••	DW	UU	A,B,U,R,4TH
<b>Phantom Monster</b> Flying. 3/3.	SC	U	••••	JMy	U3	A,B,U,R,4TH
<b>Pirate Ship</b> T: Do 1 damage to any target. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 4/3.	SC	R	••••	TW	U4	A,B,U,R,4TH
<b>Polar Kraken</b> Trample. CU: Sacrifice a land. Comes into play tapped. 11/11.	SC	R	•••	MTe	UUU8	IA
<b>Portent</b> You may look at the top three cards of one player's library. Either shuffle that library or put the three cards back on top of the library in any order. Draw a card at the beginning of the next turn.	SOR	C	••••	LD	U	IA

*/- Restricted/Banned	ART Artifact	CU Cumulative Upkeep	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature
AC Artifact Creature	CR Current Rarity	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery





# players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Power Artifact</b>	EA	U	••	DSh	UU	AQ
Reduce the activation cost of a target artifact by 2. Activation cost becomes 1 if Power Artifact would reduce activation cost below 1. Has no effect on artifacts with an activation cost of 1 or less.						
<b>Power Leak</b>	EE	C	••	DTu	U1	A,B,U,R,4TH
Target enchantments requires 2 during upkeep. Power Leak does 1 damage to target enchantment's controller for each unpaid mana.						
<b>Power Sink</b>	INT	C	••••	RTh	UX	A,B,U,R,4TH,IA
Counter target spell unless its caster spends X more mana. Target spell's caster must spend all available mana from lands and mana pool until X is met.						
<b>Prodigal Sorcerer</b>	SC	C	••••	DSh	U2	A,B,U,R,4TH
T: Do 1 damage to any target. 1/1.						
<b>Psionic Blast</b>	INS	U	••••	DSh	U2	A,B,U
Do 4 damage to any target and 2 damage to you.						
<b>Psionic Entity</b>	SC	R	••	JHa	U4	LG,4TH
T: Do 2 damage to any target and 3 damage to itself. 2/2.						
<b>Psychic Allergy</b>	EN	R	••••	MTe	UU3	DK
Choose a color when Psychic Allergy is cast. Do 1 damage for each card of this color an opponent controls during his or her upkeep. Sacrifice two islands during your upkeep or destroy Psychic Allergy.						
<b>Psychic Purge</b>	SOR	C	•••	SVC	U	LG
Do 1 damage to any target. If opponent causes you to discard Psychic Purge, opponent must sacrifice 5 life.						
<b>Psychic Venom</b>	EL	C	••	BSn	U1	A,B,U,R,4TH
Do 2 damage to target land's controller whenever target land is tapped.						
<b>Puppet Master</b>	EC	U	•••	SEv	UUU	LG,CH
If target creature goes to the graveyard, return creature to owner's hand and destroy all enchantments on it. You may pay UUU to return Puppet Master to its owner's hand if this happens.						
<b>Ray of Command</b>	INS	C	•••••	HMc	U3	IA
Untap target creature controlled by opponent and take control of it until end of turn. You can use that creature to attack or use abilities that require tapping.						
<b>Ray of Erasure</b>	INS	C	••	Mra	U	IA
Target player must take the top card of his or her library and place it in his or her graveyard. Draw a card at the beginning of the next turn.						
<b>Reality Twist</b>	EN	R	••	JEr	UUU	IA
CU: UUU. Instead of their normal mana, plains produce R, swamps produce G, mountains produce W, and forests produce B.						
<b>Recall</b>	SOR	U	•••••	BSn	UXX	LG,CH
Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.						
<b>Reconstruction</b>	SOR	C	•••	AMa	U	AQ,R
Bring an artifact from your graveyard into your hand.						
<b>Reef Pirates</b>	SC	C	••	TWa	UU1	HL
If Reef Pirates damage an opponent, opponent takes the top card from his library and puts it in his graveyard. 2/2. (Two versions) blocked a blue creature or a blue creature blocked Sea Troll. 2/1.						
<b>Relic Bind</b>	EA	R	••	CRu	U2	LG,4TH
When target artifact is tapped, Relic Bind's controller may do 1 damage or give 1 life to any player.						
<b>Remove Soul</b>	INT	C	•••	BSn	U1	LG,CH
Counter target summon spell.						
<b>Reset</b>	INT	U	••	NLe	UU	LG
Untap all your lands. Reset may only be played during opponent's turn after his or her upkeep.						
<b>Reverberation</b>	INS	R	••••	JHa	UU2	LG
Redirect damage from a sorcery to its caster.						
<b>Reveka, Wizard Savant</b>	SL	R	•••	SVC	UU2	HL
Reveka does 2 damage to creature or player and does not untap during your next untap phase. 0/1.						
<b>Riptide</b>	INS	C	••	RAF	U	DK
Tap all blue creatures.						
<b>River Merfolk</b>	SC	R	••••	DSh	UU	FE
U: Give River Merfolk mountainwalk until end of turn. 2/1.						
<b>Sage of Lol-Nam</b>	SC	C	•	PVe	U1	AQ
T: Draw a card from your library. Each time you do this, place one of your artifacts in play in the graveyard. 1/1.						
<b>Sea King's Blessing</b>	INS	U	••	RAF	U	LG
Change the color of any number of target creatures to blue until end of turn.						
<b>Sea Serpent</b>	SC	C	••	JMe	US	A,B,U,R,4TH
Cannot attack unless opponent has islands in play. Bury it immediately if controller has no islands in play. 5/5						
<b>Seasinger</b>	SC	U	•••	AWe	UU1	FE
T: Gain control of target creature if its controller controls at least one island. You lose control of target creature when Seasinger leaves play, leaves your control, or becomes untapped. You may choose to leave Seasinger tapped. Bury Seasinger whenever you have no islands. 0/1						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Sea Spirit</b>	SC	U	•••	RAI	U4	IA
U: +1/+0 until end of turn. 2/3.						
<b>Sea Sprite</b>	SC	U	•••	SVC	U1	HL
Flying. Protection from red. 1/1						
<b>Sea Troll</b>	SC	U	•	DGe	U2	HL
U: Regenerate. Use this ability only during a turn in which Sea Troll was blocked or in which Sea Troll blocked a Creature. 2/1						
<b>Segovian Leviathan</b>	SC	U	•••	MBe	U4	LG,4TH
Islandwalk. 3/3.						



ARTIFACT POSSESSION



RELIC BARRIER

**Artifact Possession** and **Relic Barrier**: Tired of getting crushed by people who use Moxes? Sick of seeing a Zuran Orb in every single deck you face? Then strike back! First possess the offending artifact so it does two points of damage to its owner if used or tapped. If your opponent is too stubborn to use his tainted artifact, give him a helping hand with a Relic Barrier.

<b>Serendib Djinn</b>	SC	R	••	AMa	UU2	AN
Flying. Destroy one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6.						
<b>Serendib Efreet</b>	SC	R	••••	AMa	U2	AN,R
Flying. Does 1 damage to you during upkeep. 3/4.						
<b>Shyft</b>	SC	R	••••	RTh	U4	IA
During your upkeep, you may change the color of Shyft to any color or combination of colors. 4/2.						
<b>Sibilant Spirit</b>	SC	R	•••••	RSp	U5	IA
Flying. When Sibilant Spirit attacks, defending player may draw a card. 5/6.						
<b>Silhouette</b>	INS	U	•	KFo	U4	LG
Prevent all damage done until end of turn to target creature by spells or effects targeting it.						
<b>Silver Erne</b>	SC	U	•••	MBe	U3	IA
Flying, trample. 2/2.						
<b>Sinbad</b>	SC	U	•	JBo	U1	AN,4TH
T: Draw new card, you may only keep it if it's a land. 1/1.						
<b>Siren's Call</b>	INS	U	•••	AMa	U	A,B,U,R,4TH
All of opponent's creatures that can attack must do so or die at end of turn. Siren's Call can only be played on opponent's turn before his or her attack. Just-summoned creatures are not affected by Siren's Call.						
<b>Sleight of Mind</b>	INT	U	•••••	NLe	U	A,B,U,R,4TH,IA
Change the text of a card being played or in play by switching one color word with another.						
<b>Snow Devil</b>	EC	C	•••	KMe	U1	IA
Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.						
<b>Snowfall</b>	EN	C	••	Pfo	U2	IA
CU: U. Islands may produce an additional U when tapped for mana. Snow-covered islands may produce either an additional UU or an additional U when tapped for mana. This mana is usable only for cumulative upkeep.						
<b>Soldevi Machinist</b>	SC	U	••	JMe	U1	IA
T: Add 2 colorless mana to your mana pool. Use this mana for artifact activation costs only. 1/1.						
<b>Soul Barrier</b>	EN	U	•••	HMc	U2	IA
Target opponent takes 2 damage whenever he or she casts a summon spell. That player may pay 2 to prevent this damage.						
<b>Spectral Cloak</b>	EC	U	••••	RAI	UU	LG
Target creature may not be targeted by spells or fast effects unless it is tapped.						
<b>Spell Blast</b>	INT	C	••••	BSn	UX	A,B,U,R,4TH
Counter target spell; X is casting cost of target spell.						
<b>Stasis</b>	EN	R	•••	Flo	U1	A,B,U,R,4TH
Cards do not untap as normal. Pay U during upkeep or Stasis is destroyed; cards still don't untap until next untap phase.						
<b>Steal Artifact</b>	EA	U	•••	AWe	UU2	A,B,U,R,4TH
Take control of target artifact.						
<b>Sunken City</b>	EN	C	•••	JMy	UU	DK,4TH
All blue creatures gain +1/+1 Pay UU during your upkeep or destroy Sunken City.						
<b>Sylvanite Priest</b>	SC	U	•••	RSp	U1	FE
UU, T: Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1						

<b>Thoughtlace</b>	INT	R	•••	MPo	U	A,B,U,R,4TH
Change the color of a card being played or already in play to blue.						
<b>Thunder Wall</b>	SC	U	••••	RTh	UU1	IA
Flying. U: +1/+1 until end of turn. 0/2.						
<b>Tidal Flats</b>	EN	C	••	Multi	U	FE
UU: All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay 1 for each attacking creature to prevent Tidal Flats from imparting first strike to that creature's blocker. Artists: RAI (two versions), SEv.						
<b>Tidal Influence</b>	EN	U	••	TWa	U2	FE
Put 1 tide counter on Tidal Influence when casting it and during upkeep. When there is 1 tide counter on Tidal Influences, all blue creatures get -2/-0. When there are 3 tide counters, all blue creatures get +2/+0. Remove all tide counters when there are 4 on Tidal Influence.						
<b>Time Elemental</b>	SC	R	•••	AWe	U2	LG,4TH
Pay UU2, T: Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks. 0/2.						
<b>Timetwister</b>	SOR	R	•••••	MTe	U2	A,B,U
Put Time Twister in a new graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards.						
<b>Time Walk</b>	SOR	R	•••••	AWe	U1	A,B,U
Take an extra turn immediately after the end of the one in which you cast Time Walk.						
<b>Transmute Artifact</b>	SOR	U	•••	AMa	UU	AQ
Choose an artifact from your library and immediately place it in play; also, choose an artifact in play that you control and put it in its owner's graveyard. If the new artifact's casting cost exceeds the discarded one's, pay the difference or Transmute Artifact doesn't succeed and both artifacts are discarded. Shuffle your library after playing Transmute Artifact.						
<b>Twiddle</b>	INS	C	•••••	RAI	U	A,B,U,4TH
Tap or untap any single land, creature, or artifact in play. This does not generate an effect from the target card.						
<b>Undertow</b>	EN	U	••	RAF	U2	LG
Creatures with islandwalk may be blocked.						
<b>Unstable Mutation</b>	EC	C	•••	DSh	U	AN,R,4TH
Target creature gains +3/+3. Put -1/-1 counter on card during upkeep. These counters remain until creature dies or game ends, even if Unstable Mutation is removed.						
<b>Unsummon</b>	INS	C	•••	DSh	U	A,B,U,R,4TH
Return target creature to the hand of its owner. Discard enchantments on creature.						
<b>Updraft</b>	INS	U	•••	LWi	U1	IA
Give target creature flying until end of turn. Draw a card at the beginning of the next turn.						
<b>Venorian Gold</b>	EC	C	•••	DGe	UUX	LG
Put X counters on target creature and tap it. Creature does not untap normally while a counter remains. Remove a counter during creature controller's upkeep.						
<b>Vesuvan Doppelganger</b>	SC	R	•••••	QHo	UU3	A,B,U,R
Duplicates all characteristics except color of any one creature in play. May duplicate a different creature during upkeep phase. */*.						
<b>Vodalian Knights</b>	SC	R	••••	SVC	UU1	FE
First strike. U: Give Vodalian Knights flying ability until end of turn. Bury Vodalian Knights whenever you control no islands. Knights can not attack if your opponent controls no islands. 2/2.						



Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description							Description						
<b>Vodalian Mage</b> U: T: Counter a target spell unless caster pays an additional 1. QHo, SVC, MPo 1/1.	SC	C	***	MuHi	U2	FE	<b>Arcades Sabbath</b> Flying. All creatures on Sabbath's side gain +2 defense when untapped. W: Give Sabbath +0/+1 until end of turn. Pay WGU during upkeep or bury Arcades Sabbath. 7/7.	SL	R	****	EBe	UUGWW2	LG, CH	<b>Giant Trap Door Spider</b> GR1, T: Giant Trap Door Spider and target non-flying creature which is attacking you are removed from the game. 2/3.	SC	U	***	HHu	GR1	IA
<b>Vodalian Soldiers</b> Artists: MBe, RKF, JMe, SVC. 1/2.	SC	C	*	Multi	U1	FE	<b>Axelrod Gunnarson</b> Trample. Each time a creature is placed in graveyard during a turn in which Axelrod damaged it, take 1 life and do 1 damage to target player. 5/5.	SL	R	***	SKi	BBRR4	LG, CH	<b>Glaciers</b> All mountains become plains.	EN	R	****	MtE	UW2	IA
<b>Vodalian War Machine</b> Tap Target Merfolk you control to allow War Machine to attack until end of turn or give War Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner this turn are destroyed. 0/4.	SC	R	***	AWe	UU1	FE	<b>Ayesha Tanaka</b> T: Counter artifact effect requiring activation cost unless artifact controller spends W. 2/2.	SL	R	***	BWu	UUWW	LG, CH	<b>Gosta Dirk</b> First strike. Creatures with islandwalk may be blocked as normal while Gosta Dirk is in play. 4/4.	SL	R	***	RTh	UUWW3	LG
<b>Volcanic Eruption</b> Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.	SOR	R	***	DSh	UUUX	ABUR4TH	<b>Barktooth Warbeard</b> 6/5.	SL	U	**	ARu	BRR4	LG	<b>Gwendlyn Di Corei</b> T: Target player randomly discards a card in hand (play only during your turn). 3/5.	SL	R	****	JBo	BBUR	LG
<b>Wall of Air</b> Flying. 1/5.	SC	U	***	RTh	UU1	ABUR4TH	<b>Bartel Runeaxe</b> Cannot be target of enchant creature spells. Does not tap to attack. 6/5.	SL	R	****	ARu	BGR3	LG	<b>Halfdane</b> Make Halfdane 3/3 when cast. During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3. */*.	SL	R	****	MBe	BUW1	LG
<b>Wall of Kelp</b> UU, T: Put a kelp token into play. Treat this as a 0/1 wall. 0/3.	SC	R	***	ARa	UU	HL	<b>Boris Devilboon</b> BR2, T: Put a minor demon token, which is a 1/1 red and black creature, into play. 2/2.	SC	R	***	JMy	BR3	LG	<b>Hazezon Tamar</b> On your first upkeep after Hazezon Tamar is put in play, put * Sand Warrior tokens in play, where * is the number of lands you control. Treat each token as a 1/1 red, white, and green creature. Remove all Sand Warriors if Hazezon Tamar leaves play. 2/4.	SL	R	****	RKF	GRW4	LG
<b>Wall of Vapor</b> Cannot be damaged by creatures it blocks. 0/1.	SC	C	***	RTh	U3	LG, CH	<b>Centaur Archer</b> T: Deal 1 damage to target flying creature. 3/2.	SC	U	***	MBe	GR1	IA	<b>Hunding Gjormsen</b> Rampage: 1. 5/4.	SL	U	**	RTh	UUW3	LG
<b>Wall of Water</b> U: +1/+0. 0/5.	SC	U	**	RTh	UU1	ABUR4TH	<b>Chromatic Armor</b> Put a sleight counter on Chromatic Armor when it comes into play and choose a color. All damage done to target creature by that color is reduced to 0. X: Put a sleight counter on Chromatic Armor and change the color that it protects against. X equals the number of sleight counters on Chromatic Armor.	EC	R	****	MPo	UW1	IA	<b>Hymn of Rebirth</b> Take a creature from any graveyard and put it directly into play under your control as if it were just summoned.	SOR	U	****	RKF	GW3	IA
<b>Wall of Wonder</b> UU2: Give Wall of Wonder +4/4 and enable it to attack. 1/5.	SC	U	**	RTh	UU2	LG, CH							<b>Jacques le Vert</b> Make all your green creatures +0/+2. 3/2.	SL	R	***	ARu	GRW1	LG	
<b>Water Elemental</b> 5/4.	SC	U	**	JMe	UU3	ABUR4TH														
<b>Water Wurm</b> Water Wurm gains +0/+1 if opponent controls an island. 1/1.	SC	C	**	RSp	U	DK														



**—Nevinyrral's Disk, Spoils of Evil and Spoils of War:** So you've just set off a Nevinyrral's Disk and your opponent has tons of artifacts and creatures in her graveyard. You have a Drudge Skeleton that stuck around and you want to beef it up, but you don't have enough mana! Cast Spoils of Evil for a mere three mana, and use the colorless mana you get to pay the X cost for your Spoils of War. And oh yeah...as if making your Skeletons like 12/12 or something isn't enough, you also gain life for the Spoils of Evil.

## NEVINYRRAL'S DISK

## SPOILS OF EVIL

## SPOILS OF WAR

<b>Wind Spirit</b> Flying. Wind Spirit cannot be blocked by less than two creatures. 3/2.	SC	U	****	KFo	U4	IA	<b>Chromium</b> Flying, rampage: 2. Pay BUW during upkeep or bury Chromium. 7/7.	SL	R	***	EBe	BBUWW2	LG, CH	<b>Jasmine Boreal</b> 4/5.	SL	U	**	RKF	GW3	LG
<b>Winter's Chill</b> Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. The creatures' controller may pay 1 or 2 for each creature to prevent it from being destroyed. If only 1 is paid, the creature deals and receives no damage during combat.	INS	R	***	EBe	UX	IA	<b>Dakkon Blackblade</b> * equals the number of lands you control. */*.	SL	R	****	RKF	BUUW2	LG, CH	<b>Jedit Ojanen</b> 5/5.	SL	U	***	MPo	UWW4	LG
<b>Word of Undoing</b> Return target creature to the hand of its owner. Any white enchantments you own on that creature go to your hand.	INS	C	****	CRu	U	IA	<b>Dark Heart of the Wood</b> Sacrifice a forest to gain 3 life.	EN	C	***	CRu	BG	DK	<b>Jerrard of the Closed Fist</b> 6/5.	SL	U	***	ARu	GGR3	LG
<b>Wrath of Marit Lage</b> Tap all red creatures when Wrath of Marit Lage comes into play. Red creatures do not untap during their controller's untap phase.	EN	R	****	MRA	UU3	IA	<b>Diabolic Vision</b> Look at the top five cards of your library and put one in your hand. Put the other four on top of your library in any order.	SOR	U	****	AWa	BU	IA	<b>Johan</b> If Johan is not tapped, any of your creatures besides Johan may attack without tapping. 5/4.	SL	R	****	MTe	GRW3	LG, CH
<b>Zephyr Falcon</b> Flying. Does not tap to attack. 1/1.	SC	C	**	HHu	U1	LG, 4TH	<b>Earthlink</b> Pay 2 during upkeep or bury Earthlink. Whenever a creature is put into the graveyard from play, that creature's controller must sacrifice a land.	EN	R	**	RKF	BGR3	IA	<b>Kasimir the Lone Wolf</b> 5/3.	SL	U	*	RKF	UW4	LG
<b>Zuran Enchanter</b> B2, T: Opponent must discard 1 card of his or her choice. Can only be used during your turn. 1/1.	SC	C	***	DSh	U1	IA	<b>Elemental Augury</b> 3: Look at the top three cards of any player's library and put them back in any order.	EN	R	****	AWa	BUR	IA	<b>Kei Takahashi</b> T: Prevent up to 2 damage to target creature. 2/2.	SL	R	***	SKi	GW2	LG, CH
<b>Zuran Spellcaster</b> T: Do 1 damage to any target. 1/1.	SC	C	****	EBe	U2	IA	<b>Essence Vortex</b> Bury target creature. Creature's controller may counter Essence Vortex by sacrificing life equal to the creature's toughness.	INS	U	***	MOK	BU1	IA	<b>Kjeldoran Frostbeast</b> Any creature blocking or blocked by Kjeldoran Frostbeast is destroyed at end of combat. 2/4.	SC	U	****	MPo	GW3	IA
<b>Zur's Weirding</b> All players play with cards in hand face up. Whenever a player draws a card, any other player may sacrifice 2 life to force the drawing player to discard that card.	EN	R	****	LDa	U3	IA	<b>Fiery Justice</b> Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.	SOR	R	***	MBe	GRW	IA	<b>Lady Caleria</b> T: Do 3 damage to target attacking or blocking creature. 3/6.	SL	R	****	BWu	GGWW3	LG
							<b>Fire Covenant</b> Fire Covenant deals X damage, divided any way you choose among any number of target creatures, where X is equal to the amount of life you sacrifice.	INS	U	***	Dfr	BR1	IA	<b>Lady Evangela</b> BW, T: Target creature deals no damage this turn during combat. 1/2.	SL	R	***	MPo	BUW	LG
							<b>Flooded Woodlands</b> No green creature can attack unless its controller sacrifices a land when that creature attacks.	EN	R	***	KFo	BU2	IA	<b>Lady of the Mountain</b> 5/5.	SL	U	**	RKF	GR4	LG
							<b>Fumarole</b> Sacrifice 3 life to destroy a land and a creature.	SOR	U	****	DTu	BR3	IA	<b>Lady Orca</b> 7/4.	SL	U	**	SEv	BR5	LG
							<b>Gabriel Angelfire</b> During upkeep, Angelfire gains either flying, first strike, trample, or rampage: 3 until your next upkeep. 4/4.	SL	R	**	DGa	GGWW3	LG, CH	<b>Livanya Silone</b> First strike, legendary landwalk. 4/4.	SL	R	***	RKF	GGR2	LG
							<b>Ghostly Flame</b> Black and red permanents and spells are considered colorless sources of damage.	EN	R	****	RGo	BR	IA	<b>Lord Magnus</b> First strike. Creatures with plainswalk or forestwalk may be blocked. 4/3.	SL	U	***	MTe	GGW3	LG
													<b>Marhaunt Eldragon</b> Rampage: 1. 4/6.	SL	U	**	MPo	GRR3	LG, CH	
													<b>Marsh Goblins</b> Swampwalk. 1/1.	SL	C	**	QHo	BR	DK	
													<b>Merieke Ri Berit</b> Merieke does not untap during its controller's untap phase. T: Gain control of target creature. If Merieke Ri Berit leaves play, leaves your control, or becomes untapped, that creature is buried. 1/1	SL	R	***	HHu	BUW	IA	

•/• Restricted/Banned  
AC Artifact Creature

ART Artifact  
CR Current Rarity

CU Cumulative Upkeep  
EA Enchant Artifact

EC Enchant Creature  
EE Enchant Enchantment

EL Enchant Land  
EN Enchantment

EW Enchant World  
INS Instant

INT Interrupt  
LAN Land

SC Summon Creature  
SOR Sorcery





## players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Monsoon</b>	EN	R	••••	Nth	GR2	IA
If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes tapped.						
<b>Mountain Titan</b>	SC	R	••••	MBe	BR2	IA
RR1: For the rest of the turn, put a +1/+1 counter on Mountain Titan whenever you successfully cast a black spell. 2/2.						
<b>Nebuchadnezzar</b>	SL	R	•••••	RKF	BU3	LG, CH
Pay X, T: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards that match the one you named. (Play only during your turn.) 3/3.						
<b>Nicol Bolas</b>	SL	R	•••	EBe	BBUUR2	LG, CH
Flying. An opponent damaged by Nicol Bolas must her discard entire hand. Pay BUR during upkeep or bury Nicol Bolas. 7/7.						
<b>Palladia-Mors</b>	SL	R	•••	EBe	GGRRWW2	LG, CH
Flying, trample. Pay WGR during upkeep or bury Palladia-Mors. 7/7.						
<b>Pavel Maliki</b>	SL	U	•	ARu	BR4	LG
BR: Give Pavel Maliki +1/+0 until end of turn. 5/3.						
<b>Princess Lucrezia</b>	SL	U	•	SEv	BUU3	LG
T: Add U to your mana pool (play as an interrupt). 5/4.						
<b>Ragnar</b>	SL	R	•••	MBe	BGW	LG
UGW, T: Regenerate target creature. 2/2.						
<b>Ramirez DePietro</b>	SL	U	•••	PfO	BBU3	LG
First strike. 4/3.						
<b>Ramsey Overdark</b>	SL	R	•••	RKF	BBU2	LG
T: Destroy a target creature with an enchantment on it. 4/3.						
<b>Rasputin Dreamweaver</b>	SL	R	••	ARu	UW4	LG, CH
Put 7 counters on Rasputin when put in play. Remove a counter to prevent 1 damage to Rasputin or add 1 to your mana pool (play as an interrupt). Add a counter to Rasputin Dreamweaver during your upkeep if he began your turn untapped. There may be no more than 7 such counters on Rasputin. 4/1.						
<b>Reclamation</b>	EN	R	•••	DWi	GW2	IA
No black creature may attack unless its controller sacrifice a land when that creature attacks.						
<b>Riven Turnbull</b>	SL	U	••	RKF	BU5	LG
T: Add B to your mana pool (play as an interrupt). 5/7.						
<b>Rohgahh of Kher Keep</b>	SL	R	•••	EBe	BBRR2	LG
All your Kobolds of Kher Keep gain +2/+2. Pay RRR during upkeep or Rohgahh and all Kobolds are tapped and enter opponent's control. 5/5.						
<b>Rubinia Soulsinger</b>	SL	R	•••••	RAI	UGW2	LG
T: Gain control of target creature. You lose control of target creature when Rubinia Soulsinger leaves play, leaves your control, or becomes untapped. You may choose to leave Rubinia Soulsinger tapped. 2/3.						
<b>Scarwood Goblins</b>	SC	C	•••	RSp	GR	DK
2/2.						
<b>Sir Shandalar of Eberyin</b>	SL	U	••	ARu	GW4	LG
4/7.						
<b>Sivritri Scarzam</b>	SL	U	••	Nth	BU5	LG, CH
6/4.						
<b>Skeleton Ship</b>	SL	R	•••••	Multi	BU3	IA
Bury immediately if controller has no islands in play. T: Put a -1/-1 counter on a creature. 0/3. Artists: AWe & TWa						
<b>Solkamar Swamp King</b>	SL	R	•••••	RKF	BUR2	LG, CH
Swampwalk. Controller gains 1 life each time a black spell is cast. 5/5.						
<b>Spectral Shield</b>	EC	U	••••	MOK	UW1	IA
Target creature gains +0/+2 and it cannot be the target of further spells.						
<b>Stang</b>	SL	R	••••	MPo	GR4	LG, CH
Put Stang Twin token in play when casting Stang. Stang Twin token is a 3/4 green and red legend. Remove Stang Twin token from game if Stang leaves play. 3/4.						
<b>Stormbind</b>	EN	R	•••	Multi	GR1	IA
2: Discard a card at random from your hand to do 2 damage to any target. Artists: Nth & PMa						
<b>Storm Spirit</b>	SL	R	••••	PVe	UGW3	IA
Flying, T: Do 2 damage to target creature. 3/3.						
<b>Sunstation Falconer</b>	SL	U	•••	CRu	GR3	LG
T: Add 2 to your mana pool. 4/4.						
<b>Tetsuo Umezawa</b>	SL	R	•••••	JBa	BUR	LG
BUR, T: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3.						
<b>Tobias Andrian</b>	SL	U	••	ARu	UW3	LG, CH
4/4.						
<b>Tor Wauki</b>	SL	U	•••	RAF	BBR2	LG, CH
T: Do 2 damage to attacking or blocking creature. 3/3.						
<b>Torsten Von Ursus</b>	SL	U	••	MPo	GGW3	LG
5/5.						
<b>Tuknir Deathlock</b>	SL	R	••••	LDa	GGRR	LG
Flying, GR, T: Give target creature +2/+2 until end of turn. 2/2.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Ur-Drago</b>	SL	R	•••	CRu	8BUU3	LG
First strike. Creatures with swampwalk may be blocked. 4/4.						
<b>Vaeictis Asmadi</b>	SL	R	•••	ARu	8BRRGG2	LG, CH
Flying, B: Gain +1/+0 until end of turn. R: Gain +1/+0 until end of turn. G: Gain +1/+0 until end of turn. Pay BGR during upkeep or bury Vaeictis Asmadi. 7/7.						
<b>Wings of Aesthir</b>	EC	U	•••••	EBe	UW	IA
Give target creature flying, first strike, and +1/+0.						
<b>Xira Arien</b>	SL	R	•••	MBe	BGR	LG, CH
Flying, GRB, T: Make target player draw a card. 1/2.						

## GREEN

<b>Aiding Leprechaun</b>	SC	C	••	QHo	G	LG
All creatures blocking or blocked by Leprechaun become green. 1/1.						
<b>An-Havva Constable</b>	SC	U	••	Dfr	GG1	HL
Constable's toughness equals 1 plus the total number of green creatures in play. 2/1+.						
<b>An-Havva Inn</b>	SOR	U	••	BSn	GG1	
Gain 1+X life where X is the number of green creatures in play.						
<b>Arboria</b>	EW	U	•••	DGe	GG2	LG
If a player doesn't cast a spell or put a card in play on his or her turn, creatures may not attack that player until after his or her next turn.						
<b>Argothian Pixies</b>	SC	C	•••	AWe	G1	AQ, CH
Cannot be blocked by artifact creatures. Damage that Argothian Pixies take from artifact creatures is reduced to 0. 2/1.						
<b>Argothian Treefolk</b>	SC	C	•••	AWe	GG3	AQ
Any damage Argothian Treefolk take from an artifact source is reduced to 0. 3/5.						
<b>Aspect of Wolf</b>	EC	R	••••	JMe	G1	A,B,U,R,4TH
Increase target creature's power and toughness by half the number of forests caster has in play.						
<b>Aurochs</b>	SC	C	•••	KMa	G3	IA
Trample. Aurochs gain +1/+0 for each other Aurochs that attacks this turn. 2/3.						
<b>Autumn Willow</b>	SC	R	•••••	MOK	GG4	HL
Cannot be the target of spells or effects. G: Target player may target Autumn Willow with spells or effects till the end of turn. 4/4.						
<b>Avoid Fate</b>	INT	C	•	PfO	G	LG
Counter target interrupt or enchantment targeting a permanent you control.						
<b>Balduvian Bears</b>	SC	C	•••	QHo	G1	IA
2/2.						
<b>Barbary Apes</b>	SC	C	•••	BWo	G1	LG
2/2.						
<b>Berserk</b>	INS	U	•••••	Dfr	G	A,B,U
Double target creature's power and give it trampling ability until end of turn. If attacking, destroy target creature at end of turn.						
<b>Birds of Paradise</b>	SC	R	•••••	MPo	G	A,B,U,R,4TH
Flying, T: Add one mana of any color to your mana pool. 0/1.						
<b>Blizzard</b>	EN	R	••	AMa	GG	IA
CU: 2. You cannot cast Blizzard if you do not control any snow covered lands. Flying creatures do not untap.						
<b>Brown Ouphe</b>	SC	C	••••	DGe	G	IA
G1, T: Counter an artifact ability that requires an activation cost. 1/1.						
<b>Camouflage</b>	INS	U	•••	JMy	G	A,B,U
Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.						
<b>Carapace</b>	EC	C	•••	AMa	G	HL
Target creature gets +0/+2. Sacrifice Carapace to regenerate the creature it enchants. (Two versions)						
<b>Carnivorous Plant</b>	SC	C	•••	QHo	G3	DK,4TH
Counts as a wall. 4/5.						
<b>Cat Warriors</b>	SC	C	••••	MBe	GG1	LG, CH
Forestwalk. 2/2.						
<b>Chub Toad</b>	SC	C	•••	DGe	G2	IA
Gains +2/+2 until end of turn when blocked or blocking. 1/1.						

<b>Channel</b>	SOR	U	••	RTh	GG	A,B,U,R,4TH
Add 1 colorless mana to your pool for each life point you sacrifice.						
<b>Citanul Druid</b>	SC	U	••	JMe	G1	AQ
Add a +1/+1 counter whenever opponent casts an artifact. 1/1.						
<b>Cockatrice</b>	SC	R	•••••	Dfr	GG3	A,B,U,R,4TH
Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed. 2/4.						
<b>Cocoon</b>	EC	U	•••	MTe	G	LG, CH
Put 3 counters on and tap target creature you control. Creature does not untap normally while counters remain. Remove a counter during upkeep. During the upkeep after the last counter is removed, creature gets +1/+1 and flying and Cocoon is destroyed.						
<b>Concordant Crossroads</b>	EW	R	•••	AWe	G	LG, CH
Creatures may attack or tap during the turn they are brought into play.						
<b>Craw Giant</b>	SC	U	••••	CRu	GGGG3	LG, CH
Trample. Rampage: 2. 6/4.						
<b>Craw Wurm</b>	SC	C	••	DGe	GG4	A,B,U,R,4TH
6/4.						
<b>Crumble</b>	INS	C	••••	JMy	G	AQ,R,4TH
Bury target artifact. Artifact's controller gains life points equaling target artifact's casting cost.						
<b>Cyclone</b>	EN	R	••	MTe	GG2	AN,CH
Add 1 token per upkeep. Pay G for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if G is not paid for each token.						
<b>Daughter of Autumn</b>	SC	R	••	MOK	GG2	HL
W: Redirect 1 damage from white creature to Daughter of Autumn. 2/4.						
<b>Deadfall</b>	EN	U	••	Nth	G2	LG
Creatures with forestwalk may be blocked.						
<b>Desert Twister</b>	SOR	U	••••	SVC	GG4	AN,R,4TH
Destroy any one card in play.						
<b>Dire Wolves</b>	SC	C	•••	RSp	G2	IA
Gains banding if you control any plains. 2/2.						
<b>Drop of Honey</b>	EN	R	•••	AMa	G	AN
Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.						
<b>Darkwood Boars</b>	SC	C	•••	MKi	G4	LG,4TH
4/4.						
<b>Earthlore</b>	EL	C	••••	DTu	G	IA
O: Tap target land to give target blocking creature +1/+2 until end of turn.						
<b>Elder Druid</b>	SC	R	•••••	RKF	G3	IA
G3, T: Tap or untap one creature, land, or artifact. 2/2.						
<b>Elven Fortress</b>	EN	C	•••	Multi	G	FE
G1: Give target blocker +0/+1 until end of turn. Artists: RAF, MPo, PVe, TWa.						
<b>Elven Riders</b>	SC	U	•••	MBe	GG3	LG,4TH
Cannot be blocked except by walls and flying creatures. 3/3.						
<b>Elves of Deep Shadow</b>	SC	U	•••	JMy	G	DK
T: Add B to your mana pool and lose 1 life (play as an interrupt). 1/1.						
<b>Elvish Archers</b>	SC	R	•••	AMa	G1	A,B,U,R,4TH
First strike. Misprint: Alpha version listed power and toughness as 1/2. 2/1.						
<b>Elvish Farmer</b>	SC	R	•••	RKF	G1	FE
Put a spore counter on Elvish Farmer during your upkeep. Remove 3 spore counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to gain 2 life. 0/2.						
<b>Elvish Hunter</b>	SC	C	••••	Multi	G1	FE
G1, T: Target creature does not untap normally during controller's untap phase. Artists: AMa, MPo, SVC, 1/1.						
<b>Elvish Scout</b>	SC	C	•••	Multi	G	FE
G, T: Untap a target attacking creature under your control. Creature neither deals nor receives damage in combat. Artists: MPo, CRu, PVe, 1/1.						



CHAIN STASIS



MARJHAN

## Chain Stasis and Marjhan:

It seems like Chain Stasis is nothing more than a less-powerful Twiddle... still, it does have its uses. Try untapping a big creature like your Marjhan or Leviathan, then spend three mana to tap your



Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description							Description						
<b>Emerald Dragonfly</b> Flying. GG: First strike until end of turn. 1/1.	SC	C	•	QHo	G1	LG, CH	<b>Giant Growth</b> Target creature gets +3/+3 until end of turn.	INS	C	••••	SeV	G	A,B,U,R,4TH,IA	<b>Lhurgoyf</b> * equals the total number of creatures in all graveyards. */*+1.	SC	R	••••	PvE	GG2	IA
<b>Erhanm Djinn</b> Give forestwalk to an opponent's creature until next upkeep. 4/5.	SC	U	•••	KMe	G3	AN, CH	<b>Giant Spider</b> Doesn't fly, but can block flying creatures. 2/4.	SC	C	••••	SeV	G3	A,B,U,R,4TH	<b>Lifelace</b> GG: Counter a black spell as it is being cast (play as an interrupt).	EN	U	••••	DWi	GG	A,B,U,R,4TH
<b>Essence Filter</b> Destroy all enchantments or destroy all enchantments that are not white.	SOR	C	••••	REm	GG1	IA	<b>Giant Turtle</b> Giant Turtle may not attack if it did so during your last turn. 2/4.	SC	C	•	JMe	GG1	LG	<b>Lifelace</b> Changes the color of one card in play to green.	INT	R	•	AWe	G	A,B,U,R,4TH
<b>Eureka</b> Both players may put a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. No other spells or effects may be used while Eureka is in effect. If a spell has an X in its casting cost, X is 0.	SOR	R	••••	KFo	GG2	LG	<b>Glyph of Reincarnation</b> Bury all surviving creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.	INS	C	•	SVC	G	LG	<b>Living Artifact</b> Put 1 counter on target artifact per life you lose. During upkeep, you may trade one and only one counter for 1 life.	EA	R	•••	AMa	G	A,B,U,R,4TH
<b>Faerie Noble</b> Flying. All faeries gain +0/+1. T: All faeries gain +1/+0 till the end of turn. 2/2.	SC	R	•••	SVC	G2	HL	<b>Gorilla Pack</b> Cannot attack unless opponent has forests in play. Bury Gorilla Pack immediately if you control no forests. 3/3.	SC	C	••	AWa	G2	IA	<b>Living Lands</b> Treat all forests in play as 1/1 creatures that can be tapped for G.	EN	R	••	JMy	G3	A,B,U,R,4TH
<b>Fanatical Fever</b> Give a creature +3/+0 and trample until end of turn.	INS	U	•••	JBa	GG2	IA	<b>Grizzly Bears</b> 2/2.	SC	C	•••	JMe	G1	A,B,U,R,4TH	<b>Living Plane</b> Consider all lands in play both lands and 1/1 creatures that may not be tapped when first put in play.	EW	R	•••	BWa	GG	LG
<b>Fastbond</b> Put as many lands in play as you like. Does 1 damage to you for each land beyond the first you play in one turn.	EN	R	••	MPo	G	A,B,U,R	<b>Hidden Path</b> All green creatures gain forestwalk.	EN	R	••••	RAJ	GGGG2	DK	<b>Llanowar Elves</b> T: Add G to your mana pool. Played as an interrupt. 1/1.	SC	C	••••	AMa	G	A,B,U,R,4TH
<b>Feral Thallid</b> Put a spore counter on Feral Thallid during your upkeep. Remove 3 counters to regenerate Feral Thallid. 6/3.	SC	U	••	RAJ	GGG3	FE	<b>Hornet Cobra</b> First strike. 2/1.	SC	C	•	SeV	GG1	LG	<b>Lure</b> All creatures that can block target creature must do so.	EC	U	••••	AMa	GG1	A,B,U,R,4TH,IA
<b>Fire Sprites</b> Flying. G, T: Add R to your mana pool (play as an interrupt). 1/1.	SC	C	••	JBa	G1	LG	<b>Hot Springs</b> 0: Tap land Hot Springs enchants to prevent 1 damage to any target.	EL	R	•••	NLe	G1	IA	<b>Lurker</b> Lurker cannot be the target of spells unless it attacked or blocked this turn. 2/3.	SC	R	•••	AMa	G2	DK
<b>Floral Spuzzem</b> If Floral Spuzzem attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.	SC	U	••	RAJ	G3	LG	<b>Hungry Mist</b> 6/2. During your upkeep, pay GG or bury Hungry Mist. (Two versions)	SC	C	••••	HHu	GG2	HL	<b>Maddening Wind</b> CU: G. During target creature's controller's upkeep, Maddening Wind does 2 damage to that player.	EC	U	•••	DWi	G2	IA
<b>Fog</b> Creatures do not damage one another in combat.	INS	C	•••	JMy	G	A,B,U,R,4TH	<b>Hurricane</b> Do X damage to all players and flying creatures.	SOR	U	••••	DWi	GX	A,B,U,R,4TH,IA	<b>Mammoth Harness</b> Target creature loses flying. Creatures assigned to block or who are blocked by Mammoth Harness get first strike until end of turn.	EC	R	•	MBe	G3	HL
<b>Folk of An-Havva</b> If assigned as a blocker, Folk of An-Havva get +2/+0 until end of turn. 1/1. (Two versions)	SC	C	••	JBa	G	HL	<b>Ice Storm</b> Destroy any one land.	SOR	U	•••	Dfr	G2	A,B,U	<b>Marsh Viper</b> Opponent takes 2 poison counters when creature blocked by Viper. Opponent loses whenever he or she has 10 or more poison counters. 1/2.	SC	C	•••	RSp	G3	DK,4TH
<b>Folk of the Pines</b> G1: +1/+0 until end of turn. 2/5. Artists: Nth & Cbu	SC	C	••••	Multi	G4	IA	<b>Ichneumon Druid</b> Do 4 damage to any opponent costing an instant, except for the first one cast by that opponent that turn. 1/1.	SC	U	•	MBe	GG1	LG	<b>Master of the Hunt</b> GG2: Put a Wolves of the Hunt token, a 1/1 green creature that may band with other Wolves of the Hunt, in play. 2/2.	SC	R	••••	JMe	GG2	LG
<b>Forbidden Lore</b> 0: Top land enchanted by Forbidden Lore to give target creature +2/+1 until end of turn.	EL	R	••••	CRu	G2	IA	<b>Ith-biff Efreel</b> Flying. G: Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3.	SC	R	•••	JMy	GG2	AN	<b>Metamorphosis</b> Sacrifice creature for casting cost + 1 mana of any color, which can only be used for summonings.	SOR	C	•	CRu	G	AN, CH
<b>Force of Nature</b> Trample. Pay GGGG during upkeep or Force of Nature does 8 damage to you. 8/8.	SC	R	••••	DSH	GGGG2	A,B,U,R,4TH	<b>Instill Energy</b> Untap target creature one extra time per turn; target may attack when it comes into play.	EC	U	••••	DWi	G	A,B,U,R,4TH	<b>Moss Monster</b> 3/6.	SC	C	••	JMy	GG2	LG
<b>Forgotten Lore</b> Have an opponent choose a card from your graveyard. You may pay G to have the opponent choose another card that he or she has not already chosen. Put the last card chosen into your hand.	SOR	U	••••	HMc	G	IA	<b>Ironroot Treefolk</b> 3/5.	SC	C	•••	JMy	G4	A,B,U,R,4TH	<b>Naf's Asp</b> If Naf's Asp hits opponent, it does 1 point of damage during opponent's next upkeep unless 1 is paid. 1/1.	SC	C	••	CRu	G	AN,4TH
<b>Foxfire</b> Untap target attacking creature. Creature neither deals nor receives damage during combat this turn. Draw a card at the beginning of the next turn.	INS	C	••	MOK	G2	IA	<b>Johtull Wurm</b> Johtull Wurm gets -2/-1 for each creature assigned to block it beyond the first. 6/6.	SC	U	•••	DGe	G5	IA	<b>Natural Selection</b> Look at the top 3 cards of any library. You may then shuffle that library.	INS	R	•	MPo	G	A,B,U
<b>Freyalise's Charm</b> GG: Draw a card when any opponent successfully casts a black spell. GG: Return Freyalise's Charm to your hand.	EN	U	•••	MOK	GG	IA														
<b>Freyalise Suppliant</b> T: Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. 1/1.	SC	U	••	Multi	G1	IA														
<b>Freyalise's Winds</b> Put a wind counter on any permanent whenever it becomes tapped. Permanents with wind counters do not untap. Instead, remove all wind counters on those permanents.	EN	R	•••	MTe	GG2	IA														
<b>Fungal Bloom</b> GG: Put a spore counter on target Fungus.	EN	R	••••	DGe	GG	FE														
<b>Fungusaur</b> Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.	SC	R	•••	DGe	G3	A,B,U,R,4TH														
<b>Fyndhorn Brownie</b> G2, T: Untap a creature. 1/1.	SC	C	•••	RTh	G2	IA														
<b>Fyndhorn Elder</b> T: Add GG to your mana pool. 1/1.	SC	U	••••	CRu	G2	IA														
<b>Fyndhorn Elves</b> T: Add G to your mana pool. 1/1.	SC	C	••••	JHo	G	IA														
<b>Fyndhorn Pollen</b> CU: 1. All creatures get -1/-0. G1: All creatures get -1/-1 until end of turn.	EN	R	•••	Pfo	G2	IA														
<b>Gaea's Avenger</b> * = number of artifacts opponent has in play. */*+1.	SC	R	•••	PvE	GG1	AQ														
<b>Gaea's Liege</b> T: Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. Power and toughness equal # of forest controller has in play; when attacking, power and toughness equal number of forests defending opponent has in play. */*.	SC	R	•••••	DWi	GGG3	A,B,U,R,4TH														
<b>Gaea's Touch</b> You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Gaea's Touch to add GG to your mana pool (play as an interrupt).	EN	C	•••	MPo	GG	DK														
<b>Ghazban Ogre</b> During controller's upkeep, Ghazban Ogre switches to the control of the player with the most life. 2/2.	SC	C	•	JMy	G	AN, CH														
<b>Giant Badger</b> Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2.	SC	R	•••	Lda	GG1	BOOK														



## COOPERATION

## YAVIMAYA GNATS

**Cooperation**  
**Yavimaya Gnats:** Having a banding defender gives you the luxury of being able to block with all of your creatures without having to worry about them dying. If you've got a regenerating creature like Yavimaya Gnats, it's even better. Just load all the damage onto the cooperative gnats and regenerate them. The rest of your creatures come out without a scratch. Ah, isn't teamwork great?

<b>Joven's Ferrets</b> If Joven's Ferrets attack, they get +0/+2 until the end of turn. At the end of combat, tap all creatures which blocked Joven's Ferrets. These creatures do not untap as normal during their controller's next untap phase. 1/1	SC	C	•••	AWe	G	HL
<b>Juniper Order Druid</b> T: Untap a land of your choice at the speed of an interrupt. 1/1.	SC	C	•••	JMe	G2	IA
<b>Killer Bees</b> Flying. G: Give Bees +1/+1 until end of turn. 0/1.	SC	U	•••••	Pfo	GG1	LG,4TH
<b>Kudzu</b> When target land is tapped, it is destroyed. Unless that was the last land in play, the player who just lost a land to Kudzu must place it on any other land in play. Kudzu is discarded when all lands in play are discarded.	EL	R	•	MPo	GG1	A,B,U,R
<b>Land Leeches</b> First strike. 2/2.	SC	C	••	QHo	GG1	DK,4TH
<b>Leaping Lizard</b> 1G: Flying and -0/-1 until the end of turn.	SC	C	•••	AWe	GG1	HL
<b>Ley Druid</b> T: Untap a land of your choice (play as an interrupt). 1/1.	SC	U	•••	SeV	G2	A,B,U,R,4TH

<b>Nature's Lore</b> Search your library for one forest and put it in play. This does not count against your normal lands-played limit. Reshuffle your library afterwards.	SOR	U	•••	REm	G1	IA
<b>Niall Silvain</b> GGGG, T: Regenerate target creature. 2/2.	SC	R	•••	CRu	GGG	DK
<b>Night Soil</b> 1: Take two creatures in any graveyard and remove them from the game to put a Saproling token, which is a 1/1 green creature, in play. Artists: SeV, HHu, DTu.	EN	C	•••	Multi	GG	FE
<b>Pale Bears</b> Islandwalk. 2/2.	SC	R	•••	AWa	G2	IA
<b>People of the Woods</b> * = number of forests controlled by controller of People of the Woods. 1/*.	SC	U	•••	DTu	GG	DK
<b>Pixie Queen</b> GGG, T: Give target creature flying until end of turn. 1/1	SC	R	•••	QHo	GG2	LG

•/• Restricted/Banned  
AC Artifact Creature

ART Artifact  
CR Current Rarity

CU Cumulative Upkeep  
EA Enchant Artifact

EC Enchant Creature  
EE Enchant Enchantment

EL Enchant Land  
EN Enchantment

EW Enchant World  
INS Instant

INT Interrupt  
LAN Land

SC Summon Creature  
SOR Sorcery





## players guide

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Powerleech</b>	EN	U	•••	CRu	G6	AQ	
Take 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifacts is paid. Powerleech is not triggered by continuous artifacts.							
<b>Pradesh Gypsies</b>	SC	C	••	QHo	G2	LG,4TH	
G1, T: Give target creature -2/-0 until end of turn. 1/1.							
<b>Primal Order</b>	EN	R	••••	RAI	G62	HL	
During player's upkeep, Primal Order deals 1 damage to that player for each non-basic land he or she controls.							
<b>Pygmy Allosaurus</b>	SC	R	•••	AMa	G2	IA	
Swampwalk. 2/2.							
<b>Pykrite</b>	SC	C	•	EBe	G2	IA	
Draw a card at the beginning of the next turn. 1/1.							
<b>Rabid Wombat</b>	SC	U	•••	KFo	G62	LG,CH	
Gains +2/+2 for each enchantment cost on it. Rabid Wombat does not tap when attacking. 0/1.							



ENERGY STORM



SKULL OF ORM

**Energy Storm and Skull of Orm:** If you hate direct damage, then this is the combo for you. When you run out of mana to pay the Energy Storm's cumulative upkeep, let it go to the graveyard, then bring it back with the Skull of Orm. The upkeep is set back to one, and your opponent is stuck holding a handful of useless Fireballs and Disintegrates.

<b>Radian Spirit</b>	SC	U	••••	CRu	G3	LG,4TH	
T: Target creature loses flying ability until turn ends. 3/2.							
<b>Rebirth</b>	SC	R	••	MTe	GG3	LG,4TH	
Each player may be healed to 20 life. Any player so choosing antes an additional card from the top of his or her library. Remove it not playing for ante.							
<b>Regeneration</b>	EC	C	•••	QHo	G1	A,B,U,R,4TH,IA	
G: Target creature regenerates.							
<b>Regrowth</b>	SC	U	•••••	DWi	G1	A,B,U,R	
Bring a card from your graveyard into your hand.							
<b>Reincarnation</b>	INS	U	•••	EBe	GG1	LG	
If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of the target creature's owner.							
<b>Renewal</b>	SOR	C	•	KFo	G2	HL	
Sacrifice a land to search your library and put a basic land into play. This does not count towards your one land per turn limit. Reshuffle your library afterwards. Draw a card at the beginning of the next turn's upkeep.							
<b>Revelation</b>	EW	R	••	KFo	G	LG,CH	
Play with all cards in hand face up.							
<b>Rime Dryad</b>	SC	C	•••	HHu	G	IA	
Snow-covered forestwalk. 1/2.							
<b>Ritual of Subdual</b>	EN	R	•••	JHa	GG4	IA	
CU: 2. All mana-producing lands produce colorless mana instead of their normal mana.							
<b>Root Spider</b>	SC	U	•	MKi	G3	HL	
If assigned as a blocker, Root Spider gains first strike and +1/+0 until the end of turn. 2/2.							
<b>Roots</b>	EC	U	••	NLe	G3	HL	
Tap target creature without flying. That creature does not untap during its controller's upkeep phase.							
<b>Rust</b>	INT	C	••	LDa	G	LG	
Counter target artifact effect that requires an activation cost.							
<b>Rysorian Badger</b>	SC	R	••	HHu	G2	HL	
If Rysorian Badger attacks and is not blocked, you may choose to have it deal no damage this turn. Instead, remove from the game no more than two creatures from opponent's graveyard. Gain 1 life for each creature removed. 2/2.							

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Sandstorm</b>	INS	C	••	BSn	G	AN,4TH	
Do 1 damage to all attacking creatures.							
<b>Savaen Elves</b>	SC	C	••	RSp	G	DK	
GG, T: Destroy target enchant land. 1/1.							
<b>Scaled Wurm</b>	SC	C	•••	DGe	G7	IA	
7/6.							
<b>Scarwood Bandits</b>	SC	R	••••	MPo	GG2	DK	
Forestwalk. G2, T: Control target artifact. Opponent may counter this by paying 2. You lose control of target artifact whenever Scarwood Bandits leave play. 2/2.							
<b>Scarwood Hag</b>	SC	U	•••	AMa	G1	DK	
GGGG, T: Give target creature forestwalk until end of turn. T: Remove forestwalk from target creature until end of turn. 1/1.							
<b>Scavenger Folk</b>	SC	C	•••	DDe	G	DK,CH	
G1: Sacrifice Scavenger Folk to destroy target artifact. 1/1.							
<b>Scrib Sprites</b>	SC	C	••••	AWe	G	A,B,U,R,4TH	
Flying. 1/1.							
<b>Shambling Strider</b>	SC	C	•••	DSh	GG4	IA	
GR: +1/-1 until end of turn. 5/5.							
<b>Shanodin Dryads</b>	SC	C	••••	AMa	G	A,B,U,R,4TH	
Forestwalk. 1/1.							
<b>Shelkin Browie</b>	SC	C	•	DSh	G1	LE	
T: Remove the banding ability from target creature until end of turn. 1/1.							
<b>Shrink</b>	INS	C	••	LDa	G	HL	
Target creature gets -5/-0 until the end of turn. (Two versions)							
<b>Singing Tree</b>	SC	R	••••	RAI	G3	AN	
T: Reduce attacking creature's power to 0 until end of turn. 0/3.							

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Tarpan</b>	SC	C	•••	MDK	G	IA	
You gain 1 life if Tarpan goes to the graveyard from play. 1/1.							
<b>Thallid</b>	SC	C	•••	Multi	G	FE	
Put a spore counter on Thallid during upkeep. Remove three counters from Thallid to put a Saproling token, which is a 1/1 green creature, in play. Artists: EBe, DGe, JMy, RSp. 1/1.							
<b>Thallid Devourer</b>	SC	U	•••	RSp	GG1	FE	
Put a spore counter on Thallid Devourer during upkeep. Remove three counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to make Thallid Devourer +1/+2 until end of turn. 2/2.							
<b>Thelonite Druid</b>	SC	U	••••	MOK	G2	FE	
G1, T: Sacrifice a green creature to turn your forests into 2/3 creatures until end of turn. 1/1.							
<b>Thelonite Monk</b>	SC	R	••••	BWa	GG2	FE	
T: Sacrifice a green creature to transform a target land into a basic forest. 1/2.							
<b>Thelon's Chant</b>	EN	U	•••	MBe	GG1	FE	
Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.							
<b>Thelon's Curse</b>	EN	R	•••	PVe	GG	FE	
Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay U, in addition to other untap costs, to untap one and only one creature.							
<b>Thermokarst</b>	SOR	U	•••	KMe	GG1	IA	
Destroy target land. You gain 1 life if that land is snow-covered.							
<b>Thicket Basilisk</b>	SC	U	••••	Dfr	GG3	A,B,U,R,4TH	
Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4.							
<b>Thorn Thallid</b>	SC	C	•••	Multi	GG1	FE	
During your upkeep, put a spore counter on Thorn Thallid. Remove 3 counters to have it deal 1 damage to any target. Artists: DGe, HHu, JMy, MTe. 2/2.							
<b>Thoughtleech</b>	EN	U	••••	MTe	GG	IA	
Gain 1 life whenever target opponent taps an island.							
<b>Timber Wolves</b>	SC	R	•••	MBe	G	A,B,U,R,4TH	
Bands. 1/1.							
<b>Tinder Wall</b>	SC	C	••••	REm	G	IA	
Sacrifice Tinder Wall to add RR to your mana pool. R: Sacrifice Tinder Wall to do 2 damage to target creature it blocks. 0/3.							
<b>Titania's Song</b>	EN	U	•••	KKa	G3	AQ,R,4TH	
Every non-creature artifact in play loses its usual abilities and becomes an artifact creature with power and toughness equal to its costing cost. Should Titania's Song leave play, artifacts revert to normal just before the next turn's untap phase.							
<b>Tough of Vitae</b>	INS	U	•••	LWi	G2	IA	
Target creature may untap an additional time this turn. That creature may attack or use abilities requiring the T symbol this turn. Draw a card at the beginning of the next turn.							
<b>Tracker</b>	SC	R	••••	JMe	GG1	DK	
GG, T: Tracker does damage equal to its power to target creature. Target creature does damage equal to its power to Tracker. 2/2.							
<b>Trailblazer</b>	INS	R	••••	JBa	GG2	IA	
Target creature may not be blocked this turn.							
<b>Tranquility</b>	SOR	C	••••	DSh	G2	A,B,U,R,4TH	
Discard all enchantments in play.							
<b>Tsunami</b>	SOR	U	••	RTh	G3	A,B,U,R,4TH	
Destroy all islands in play.							
<b>Typhoon</b>	SOR	R	••	AMa	G2	LG	
Do 1 damage to opponent for each island he or she controls.							
<b>Untamed Wilds</b>	SOR	U	••	NTh	G2	LG,4TH	
Search your library for one basic land and put it in play. This does not count as your normal land-played. Reshuffle your library afterward.							
<b>Venom</b>	EC	C	•••	TWb	GG1	DK,4TH	
All non-wall creatures blocking or blocked by target creature are destroyed after combat.							
<b>Venomous Breath</b>	INS	U	•••	LWi	G3	IA	
All creatures blocking or being blocked by target creature are destroyed after combat.							
<b>Verduran Enchantress</b>	SC	R	••	KBr	GG1	A,B,U,R,4TH	
Draw a card each time you cast an enchantment. 0/2.							
<b>Wall of Brambles</b>	SC	U	•••	AMa	G2	A,B,U,R,4TH	
G: Regenerates. 2/3.							
<b>Wall of Ice</b>	SC	U	•••	RTh	G2	A,B,U,R,4TH	
0/7.							
<b>Wall of Pine Needles</b>	SC	U	•••	BSn	G3	IA	
G: Regenerates. 3/3.							
<b>Wall of Wood</b>	SC	C	••	MTe	G	A,B,U,R,4TH	
0/3.							
<b>Wanderlust</b>	EC	U	•••	CBr	G2	A,B,U,R,4TH	
Do 1 damage to controller of target creature during upkeep.							
<b>War Mammoth</b>	SC	C	••••	JMe	G3	A,B,U,R,4TH	
Trample. 3/3.							
<b>Web</b>	EC	R	••••	RAI	G	A,B,U,R,4TH	
Target creature gains +0/+2 and may block flying creatures.							
<b>Whippoorwill</b>	SC	U	••••	DSh	G	DK	
GG, T: Target creature may not regenerate or be the target of damage-preventing or damage-redirection spells or effects. If target creature goes to the graveyard, remove it from the game. 1/1.							
<b>Whirling Dervish</b>	SC	U	••••	SVC	GG	LG,4TH	
Protection from black. Gains +1/+1 after each turn in which it damages opponent. 1/1.							



Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description							Description						



# Manabarks, Mana Flare and Circle of Protection: Red

Ow! In this set-up, whenever anybody taps a land they take two damage, but they also get two mana. Sucks for your opponent and you... unless you have a COP: Red out. Then you can just tap a land for two mana, and use the extra mana to protect yourself from the Manabarks damage.

## MANABARKS

## MANA FLARE

## CIRCLE OF PROTECTION: RED

<b>Whiteout</b>	INS	U	••••	Nth	G1	IA
All flying creatures lose flying until end of turn. If Whiteout is in your graveyard, you may sacrifice a snow-covered land to return it to your hand.						
<b>Withigo</b>	SC	R	•••	MBe	G6G3	IA
Put six +1/+1 counters on Withigo when it comes into play. During your upkeep, put a +1/+1 counter on Withigo if it has been blocked or has blocked since your last upkeep. Otherwise, remove a +1/+1 counter from Withigo. 0/0.						
<b>Wild Growth</b>	EL	C	•••	Mra	G	A,B,U,R,4th,IA
Whenever target land is tapped for mana, Wild Growth provides an extra G.						
<b>Willow Faerie</b>	SC	C	••	SVC	G1	HL
Flying. 1/2.						
<b>Willow Priestess</b>	SC	R	••••	SVC	G62	HL
T: Take Faerie from your hand and put it directly into play as if it were just summoned. G2: Target green creature gains protection from black until the end of turn. 2/2.						
<b>Willow Satyr</b>	SC	R	••	JMe	G62	LG
T: Gain control of target legend. Lose control of this legend if Willow Satyr untaps, leaves play, or leaves your control. You may leave Willow Satyr tapped. 1/1.						
<b>Winter Blast</b>	SOR	U	••••	KFo	GX	LG,4TH
Tap X target creatures. Do 2 damage to each target creature with flying.						
<b>Wolverine Pack</b>	SC	C	••	JMe	G62	LG
Rampage: 2. 2/4.						
<b>Wood Elemental</b>	SC	R	•	BSn	G3	LG
* = the number of untapped forests you sacrificed when casting Wood Elemental. */*.						
<b>Woolly Mammoths</b>	SC	C	•••	Dfr	GG1	IA
Gains trample if you control any snow-covered lands. 3/2.						
<b>Woolly Spider</b>	SC	C	••••	DGe	GG1	IA
Doesn't fly, but can block flying creatures. Woolly Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/3.						
<b>Wormwood Treefolk</b>	SC	R	•••	JMy	G63	DK
BB: Give Wormwood Treefolk forestwalk until end of turn and lose 2 life. GG: Give Wormwood Treefolk swampwalk until end of turn and lose 2 life. 4/4.						
<b>Wyluli Wolf</b>	SC	C	••••	SVC	G1	AN
T: Give a creature +1/+1 until end of turn. 1/1.						
<b>Yavimaya Gnats</b>	SC	U	••••	Dfr	G2	IA
Flying. G: Regenerate. 0/1						

## RED

<b>Active Volcano</b>	INS	C	•	BSn	R	LG, CH
Destroy blue permanent or return island to owner's hand. Destroy enchantments on target land.						
<b>Azathi Berserker</b>	SC	U	••	MBe	RRR2	LG
Rampage: 3. 2/4.						
<b>Aggression</b>	EC	U	••••	REm	R2	IA
Target non-wall creatures gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack.						
<b>Aladdin</b>	SC	R	••••	JBa	RR2	AN, CH
RR1: Steal artifact. 1/1.						
<b>Ali Baba</b>	SC	U	•••	JBa	R	AN, 4TH
R: Tap a wall. 1/1.						
<b>Aliban's Tower</b>	INS	C	••	JMe	1R	HL
Target defending creature gains +3/+1 till end of turn. (Two versions)						
<b>Ali from Cairo</b>	SC	R	••••	MPa	RR2	AN
You cannot be reduced below 1 life due to damage while Ali is in play. 0/2.						
<b>Ambush</b>	INS	C	•••	ARa	3R	HL
All blocking creatures get first strike.						

<b>Ambush Party</b>	SC	C	••	PaR	4	HL
First Strike. May attack the turn it comes into play on your side. 3/1. (Two versions)						
<b>An-Zerrin Ruins</b>	EN	R	•••	DDe	RR2	HL
Choose a creature type. That creature type does not untap during untap phase.						
<b>Anaba Ancestor</b>	SC	R	••	AMa	R1	HL
T: Target Minotaur gets +1/+1 till end of turn.						
<b>Anaba Bodyguard</b>	SC	C	•	AMa	R3	HL
First strike. 2/3. (Two versions)						
<b>Anaba Shaman</b>	SC	C	•••	AMa	R3	HL
R, T: Anaba Shaman deals 1 damage to target creature or player. 2/2. (Two versions)						
<b>Anaba Spirit Crafter</b>	SC	R	••••	AMa	RR2	HL
All minotaurs are +0/+1. 1/3.						
<b>Anarchy</b>	SOR	U	•••••	PFo	RR2	IA
Destroy all white permanents						
<b>Artifact Blast</b>	INT	C	•	MPa	R	AQ
Counter any artifact as it is being cast.						
<b>Atog</b>	SC	C	••	JMy	R1	AQ, R
0: +2/+2; sacrifice one of your artifacts in play. 1/2.						
<b>Avalanche</b>	SOR	U	•••	BSn	RR2X	IA
Destroy X snow-covered lands.						
<b>Backdraft</b>	INS	U	•••	BSn	R1	LG
Do half the damage (round down) done by one sorcery to the sorcery's caster.						
<b>Balduvian Barbarians</b>	SC	C	••	MPa	RR1	IA
3/2.						
<b>Balduvian Hydra</b>	SC	R	•••	MBe	RRX	IA
Put X +1/+0 counters on Balduvian Hydra when it comes into play. 0: Remove a +1/+0 counter to prevent 1 damage to Balduvian Hydra. RRR: Put a +1/+0 counter on Balduvian Hydra during your upkeep. 0/1.						
<b>Ball Lightning</b>	SC	R	••••	QHo	RRR	DK, 4TH
Trample. Ball Lightning may attack in the turn in which it is summoned. Bury Ball Lightning at the end of the turn in which it was summoned. 6/1.						
<b>Barbarian Guides</b>	SC	C	•••	RTh	R2	IA
R2, T: Give target creature a snow-covered landwalk ability of your choice until end of turn. Return that creature to its owner's hand at end of turn. 1/2.						
<b>Battle Frenzy</b>	INS	C	•••	BSn	R2	IA
All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.						
<b>Beasts of Bogardan</b>	SC	U	•••	DGe	R4	LG, CH
Protection from red. Gains +1/+1 if opponent controls white cards. 3/3.						
<b>Bird Maiden</b>	SC	C	••	KFo	R2	AN, 4TH
Flying. 1/2.						
<b>Blazing Effigy</b>	SC	C	••	SVC	R1	LG
When placed in the graveyard from play, Blazing Effigy does 3 damage to target creature. 0/3.						
<b>Blood Lust</b>	INS	C	••••	AMa	R1	LG, 4TH
Make target creatures +4/-4 until end of turn. This makes toughness no lower than 1.						
<b>Blood Moon</b>	EN	R	••••	TWb	R2	DK, CH
Turn all non-basic lands into basic mountains while Blood Moon is in play.						
<b>Bone Shaman</b>	SC	C	••	AMa	RR2	IA
B: Creatures damaged by Bone Shaman this turn cannot regenerate. 3/3.						
<b>Brand of Ill Omen</b>	EC	R	•••	RAI	R3	IA
CU: R: Target creature's controller may not cast summon spells.						
<b>Brassclaw Orcs</b>	SC	C	•	MWh	R2	FE
Cannot be assigned to block creatures of power greater than 1. Artists: RAI (two versions), Dfr, HHu. 3/2.						

<b>Brothers of Fire</b>	SC	C	••	MTe	RR1	DK, 4TH
RR1: Do 1 damage to any target as well as 1 damage to you. 2/2.						
<b>Brute, The</b>	EC	C	••	MPa	R1	LG, 4TH
Target creature gains +1/+0. RRR: Regenerates.						
<b>Burrowing</b>	EC	C	•••	MPa	R	A,B,U,R,4TH
Target creature gains mountainwalk.						
<b>Cave People</b>	SC	U	•••	DTu	RR1	DK, 4TH
Cave People get +1/2 until end of turn when they are declared an attacker. RR1, T: Give target creature mountainwalk until end of turn. 1/4.						
<b>Caverns of Despair</b>	EN	R	••	HMc	RR2	LG
No player may attack with more than 2 creatures, nor block with more than 2 creatures, per turn.						
<b>Chain Lightning</b>	SOR	C	••	SEv	R	LG
Do 3 damage to a target. Whenever Chain Lightning does damage, the target or target controller may pay RR for Chain Lightning to do 3 damage to a target of his or her choosing.						
<b>Chandler</b>	SL	C	•••	DSh	R4	HL
RRR, T: Destroy target artifact creature. 3/3.						
<b>Chaoslace</b>	INT	R	•••	DWi	R	A,B,U,R,4TH
Changes the color of a card being played or in play to red.						
<b>Chaos Lord</b>	SC	R	•••	BSn	RRR4	IA
First strike. Chaos Lord can attack the first time it comes into play on a side, but not the first time it comes into play. Count the number of permanents during your upkeep. If it is even, target opponent gains control of Chaos Lord. 7/7.						
<b>Chaos Moon</b>	EN	R	•••	DTu	R3	IA
Count the number of permanents during each upkeep. If it is odd, all red creatures gain +1/+1 and all mountains produce an additional R when tapped for mana. If it is even, all red creatures get -1/-1 and all mountains produce colorless mana.						
<b>Crevasse</b>	EN	U	••	RAI	R2	LG
Creatures with mountainwalk may be blocked.						
<b>Conquer</b>	EL	U	•••••	RGo	RR3	IA
Take control of target land.						
<b>Crimson Kobolds</b>	SC	C	•	AMa	0	LG
Crimson Kobolds are red creatures. 0/1.						
<b>Crimson Manticores</b>	SC	R	•••	DGe	RR2	LG, 4TH
Flying. R, T: Do 1 damage to target attacking or blocking creature. 2/2.						
<b>Crookshank Kobolds</b>	SC	C	•	CRu	0	LG
Crookshank Kobolds are red creatures. 0/1.						
<b>Curse of Marit Lage</b>	EN	R	••••	AWe	RR3	IA
Tap all islands when Curse of Marit Lage comes into play. Islands do not untap during their controller's untap phase.						
<b>Desert Nomads</b>	SC	C	•••	CRu	R2	AN
Desertwalk. Immune to damage from Deserts. 2/2.						
<b>Detonate</b>	SOR	U	••	RAF	RX	AQ, 4TH
Target an artifact; X is the casting cost of the target artifact. Detonate destroys target artifact, doing X points of damage to artifact's controller. Artifact creatures destroyed by Detonate may not be regenerated.						
<b>Disharmony</b>	INS	R	•••	BWo	R2	LG
Target attacking creature is untapped and placed under your control until end of turn. It is no longer considered an attacker. Play before blocking is chosen.						
<b>Disintegrate</b>	SOR	C	••••	AMa	RX	A,B,U,R,4TH
Do X damage to a target. If target dies this turn, it is removed from game. Creatures affected cannot be regenerated.						
<b>Dwarven Song</b>	INS	U	••	Dfr	R	LG
Change the color of any number of target creatures to red until end of turn.						
<b>Dragon Whelp</b>	SC	U	••••	AWe	RR2	A,B,U,R,4TH
Flying. R: +1/+0; if more than RRR is spent this way in one turn Dragon Whelp dies at end of turn. 2/3						

•/• Restricted/Banned  
AC Artifact Creature

ART Artifact  
CR Current Rarity

CU Cumulative Upkeep  
EA Enchant Artifact

EC Enchant Creature  
EE Enchant Enchantment

EL Enchant Land  
EN Enchantment

EW Enchant World  
INS Instant

INT Interrupt  
LAN Land

SC Summon Creature  
SOR Sorcery





## players guide

Name Kind CR Rating Artist Cost Sets Found

Description

Dwarven Armorer SC R \*\*\*\* BWA R FE

R, T: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.

Dwarven Armory EN R \*\*\*\* RTH RR2 IA

2: Sacrifice a land to put a +2/+2 counter on a creature. You may only use this ability during your upkeep.

Dwarven Catapult INS U \*\*\* JMe RX FE

Does X damage, divided evenly among all of your opponent's creatures (round down).

Dwarven Demolition Team SC U \*\*\* KBr R2 A,B,U

T: Destroy a wall. 1/1

Dwarven Lieutenant SC U • JMe RR FE

R1: Give target Dwarf +1/+0 until end of turn. 1/2.

Dwarven Pony SC R • MOK R HL

R, T: Target Dwarf gets mountainwalk until the end of turn. 1/1.

Dwarven Sea Clan SC U • AWe R2 HL

T: At the end of combat, Dwarven Sea Clan Deals 2 damage to target attacking or blocking creatures. Only use this ability if creature's controller controls any islands.

Dwarven Soldier SC C • DSh R1 FE

If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. Artists: RAI, RAF. 2/1.

Dwarven Trader SC C • MOK R HL

1/1. (Two versions)

Dwarven Warriors SC C \*\*\*\*\* DSh R2 A,B,U,R,4TH

T: A creature of power no greater than 2 becomes unblockable until end of turn. 1/1.

Name Kind CR Rating Artist Cost Sets Found

Description

False Orders INS C \*\*\*\* AMa R A,B,U

Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.

Feint INS C • BSn R LG

Top all creatures blocking target attacking creature. Target and its blockers deal no damage in combat.

Fireball SOR C \*\*\*\* MTe RX A,B,U,R,4TH

Do X damage, divided evenly among any number of targets (round down). Pay 1 for each target beyond the first.

Firebreathing EC C • Dfr R A,B,U,R,4TH

R: +1/+0.

Fire Drake SC U • CRu RR1 DK, CH

Flying. R: +1/+0 until end of turn. Only 1 R can be used in this manner. 1/2.

Fire Elemental SC U • MBe RR3 A,B,U,R,4TH

5/4.

Firestorm Phoenix SC R \*\*\*\* JMe RR4 LG

Flying. Return Firestorm Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2.

Fissure INS C \*\*\*\* DSh RR3 DK,4TH

Bury target land or creature.

Flame Spirit SC U • JHa R4 IA

R: +1/+0 until end of turn. 2/3.

Flare INS C • DTu R2 IA

Flare does 1 damage to any target. Draw a card at the beginning of the next turn.

Flashfires SOR U \*\*\*\* DWi R3 A,B,U,R,4TH

Destroy all plains in play.

Fork INT R \*\*\*\*\* AWe RR A,B,U,R

Duplicate a sorcery or instant just cast. Fork's color remains red and Fork's caster may choose its target.

Frost Giant SC U • DGe RRR3 LG

Rampage: 2. 4/4.

Game of Chaos SOR R • DTu RRR IA

Choose target player and flip a coin. If you win, you gain 1 life and that opponent takes 1 damage. Otherwise, you lose 1 life and that opponent gains 1 life. The winner decides whether to continue. The stakes double each round.

Name Kind CR Rating Artist Cost Sets Found

Description

Goblin King SC R • JMy RR1 A,B,U,R,4TH

While Goblin King is in play, all Goblins acquire mountainwalk and +1/+1. 2/2.

Goblin Kites EN U • AMa R1 FE

R: Give a target creature you control of toughness no greater than 2 flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.

Goblin Mutant SC U • DGe RR2 IA

Trample. Goblin Mutant cannot attack if opponent controls an untapped creature with power greater than 2. Goblin Mutant cannot block a creature of power greater than 2. 5/3.

Goblin Rock Sled SC C • DDe R1 DK,4TH

Trample. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked your last turn. 3/1.

Goblin Sappers SC C • JMe R1 IA

RR, T: Target creature you control cannot be blocked this turn. That creature and Goblin Sappers are destroyed after combat. RRRR, T: Target creature you control cannot be blocked this turn. That creature is destroyed after combat. 1/1.

Goblin Shrine EL C • RSp RR1 DK, CH

If target land is a basic mountain, all Goblins gain +1/+0. Does 1 damage to all Goblins if it leaves play.

Goblin Ski Patrol SC C • MPo R1 IA

R1: Gains flying and +2/+0. You may only use this ability once and only if you control snow-covered mountains. Bury Goblin Ski Patrol at end of turn in which this ability is used. 1/1.

Goblins of the Flag SC C • TWo R DK, CH

Mountainwalk. Bury Goblins of the Flag if its controller controls any Dwarves. 1/1.

Goblin Snowman SC U • DGe R3 IA

Goblin Snowman neither receives nor deals damage in combat when blocking. T: Goblin Snowman deals 1 damage to the creature it blocks. 1/1.

Goblin War Drums EN C \*\*\*\*\* Multi R2 FE

Each attacking creature you control may not be blocked with fewer than two creatures. Artists: Dfr, HHu, RKF, JMe.

Goblin Warrens EN R • DFr R2 FE

R2: Sacrifice two Goblins to put 3 Goblin tokens, which are 1/1 red creatures, in play.

Goblin Wizard SC U • DGe RR2 DK

T: Put a Goblin from your hand directly into play. Treat target Goblin as if it were just summoned. R: Give target Goblin protection from white until end of turn. 1/1.

Granite Gargoyle SC R • CRu R2 A,B,U,R

Flying. R: +0/+1. 2/2.

Gravity Sphere EW R \*\*\*\*\* BSn R2 LG

All creatures lose flying ability.

Gray Ogre SC C • Dfr R2 A,B,U,R,4TH

2/2.

Grizzled Wolverine SC C • CBr RR1 IA

R: +2/+0 until end of turn. You may only use this ability when a creature blocks Grizzled Wolverine and only once each turn. 2/2.

Heart Wolf SC R • MOK R3 HL

First strike. T: Target dwarf gains first strike and +2/+0 until the end of turn. If that Wolf leaves play this turn, bury Heart Wolf. Use this ability only when attack or defense is announced. 2/2.

Hill Giant SC C • Dfr R3 A,B,U,R,4TH

3/3.

Hurloon Minotaur SC C • AMa RR1 A,B,U,R,4TH

2/3.

Hurr Jackal SC R • DTu R AN,4TH

T: Prevent creature from regenerating this turn. 1/1.

Hyperion Blacksmith SC U • Dfr RR1 LG

T: Top or untap target artifact opponent controls. 2/2.

Immolation EC C • SKi R LG,4TH

Make target creature +2/+2.

Imposing Visage EC C • Pfo R IA

Target creature cannot be blocked by less than 2 creatures.

Inferno INS R • RAF RR5 DK,4TH

Do 6 damage to all players and all creatures.

Ironclaw Curse EC R • DDe R HL

Target creature gets -0/-1. That creature cannot be assigned to block any creature with a power greater or equal to the creature's toughness Ironclaw Curse enchants.

Ironclaw Orcs SC C • AMa R1 A,B,U,4TH

May only block creatures of power equaling 1 or less. 2/2.

Incinerate INS C • MPo R1 IA

Do 3 damage to any target. Creatures damaged by Incinerate may not regenerate.

Jokulhaups SOR R \*\*\*\*\* RTH RR4 IA

Bury all artifacts, creatures, and lands.

Joven SL C • DSh RR3 HL

RRR, T: Destroy target non-creature artifact. 3/3.

Karpulus Giant SC U • DGe R6 IA

O: Top a snow-covered land you control to give Karpulus Giant +1/+1 until end of turn. 3/3.

Karpulus Yeti SC R • QHo RR3 IA

T: Karpulus Yeti does damage equal to its power to target creature. Target creature does damage equal to its power to Karpulus Yeti. 3/3.



CHANDLER



ASHNOD'S TRANSMOGRANT

## Chandler and Ashnod's Transmogrant:

If this guy was any kind of thief, he could steal those artifact creatures without always breaking them. Unfortunately, he's not very good at what he does. So the next time you're having trouble with one of your opponent's non-artifact creatures, try tempting Chandler by zapping the creature with Ashnod's Transmogrant. Then let Chandler do his dirty work and break the beefed-up victim to little, tiny pieces.

Dwarven Weaponsmith SC U • MPo R1 AQ,R

T: During upkeep, add a +1/+1 counter to any creature. Sacrifice an artifact each time you use this ability. 1/1

Earthbind EC C • QHo R A,B,U,R

Do 2 damage to and removes flying ability from target creature.

Does not affect non-flying creatures.

Earth Elemental SC U • Dfr RR3 A,B,U,R,4TH

4/5.

Earthquake SOR R • Dfr RX A,B,U,R,4TH

Do X damage to all players and non-flying creatures in play.

Eron the Relentless SL U • CRu RR3 HL

RRR: regenerates. Can attack the turn it comes into play on your side 5/2

Errantry EC C • LWi R1 IA

Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.

Evaporate SOR U • ARa R2 HL

Deal 1 damage to each blue and white creature.

Eternal Flame SOR R • MPo RR1 DK

damage your opponent by the number of mountains you control. Lose half that amount of life, rounding up.

Eternal Warrior EC C • AMa R LG,4TH

Target creature does not tap to attack.

Falling Star SOR R • DSh R2 LG

From a height of at least a foot, flip Falling Star onto playing area.

Any creature Falling Star touches takes 3 damage and taps if it survives. Falling Star has no effect if it doesn't turn at least 360 degrees.

Giant Strength EC C • JHa RR LG,4TH

Make target creature +2/+2.

Glacial Crevasses EN R • MRA R2 IA

O: Sacrifice a snow-covered mountain to have no creatures deal damage in combat this turn.

Glyph of Destruction INS C • SVC R LG

Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.

Goblin Artisans SC U • JBo R AQ, CH

If desired, top Goblin Artisans as you cast an artifact, and flip a coin.

If opponent wins flip, your artifact is countered. Otherwise, draw another card from your library. You may use this ability only once for each time you cast an artifact. 1/1.

Goblin Balloon Brigade SC U • ARu R A,B,U,R,4TH

R: Gains flying until end of turn. 1/1.

Goblin Caves EL C • DTu RR1 DK

If target land is a basic mountain, all Goblins gain +0/+2.

Goblin Chirurgeon SC C • Multi R FE

Sacrifice a Goblin to regenerate a creature. Artists: Pfo, Dfr, DGe.

0/2

Goblin Digging Team SC C • RSp R DK

T: Sacrifice Digging Team to destroy target wall. 1/1.

Goblin Floatilla SC R • TWo R2 FE

Islandwalk. At the start of the attack, pay R or creatures blocking or blocked by Goblin Floatilla get first strike until end of turn. 2/2.

Goblin Grenade SOR C • Multi R FE

Sacrifice a Goblin to deal 5 damage to a target. Artists: Dfr, CRu, RSp.

Goblin Hero SC C • MTe R2 DK

2/2



Name Description	Kind	CR	Rating	Artist	Cost	Sets Found	Name Description	Kind	CR	Rating	Artist	Cost	Sets Found	Name Description	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Keldon Warlord</b> Power and toughness equal number of non-wall creatures in play on your side, including Warlord. */*.	SC	U	***	KBr	RR2	A,B,U,R,4TH	<b>Nalathni Dragon</b> Flying, bands. R: +1/+0 until end of turn. Bury Nalathni Dragon if more than RRR is spent in this manner in one turn. 1/1	SC	R	***	MWe	RR2	CON	<b>Primordial Ooze</b> Must attack whenever possible. Add a +1/+1 counter as your upkeep ends. Then pay 1 per counter or Primordial Ooze deals 1 damage to you per counter and taps. 1/1.	SC	U	**	SEv	R	LG, CH
<b>Kird Ape</b> Kird Ape gains +1/+2 while controller has forests in play. 1/1.	SC	C	****	KMe	R	AN,R	<b>Orc General</b> T: Sacrifice an Orc or Goblin to give all Orcs +1/+1 until end of turn. 2/2.	SC	U	*	JMy	R2	DK	<b>Pyroblast</b> Counter target blue spell or destroy target blue permanent.	INT	C	****	KFo	R	IA
<b>Kobold Drill Sergeant</b> Give all your Kobolds +0/+1 and trample. 1/2.	SC	U	**	JBa	R1	LG	<b>Orcish Artillery</b> T: Does 2 damage to any target and 3 damage to you. Misprint: Alpha version lists costing cost as R1. 1/3.	SC	U	***	AMo	RR1	A,B,U,R,4TH	<b>Pyroclasm</b> Do 2 damage to each creature.	SOR	U	****	PMo	R1	IA
<b>Kobold Overlord</b> First strike. Give all your Kobolds first strike. 1/2.	SC	R	**	JBa	R1	LG	<b>Orcish Cannoneers</b> T: Does 2 damage to any target and 3 damage to you. 1/3.	SC	U	***	Dfr	RR1	IA	<b>Pyrotechnics</b> Do 4 damage divided any way among any number of targets.	SOR	U	****	AMa	R4	LG,4TH
<b>Kobolds of Kher Keep</b> 0/1.	SC	C	*	JBa	0	LG	<b>Orcish Captain</b> 1: Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets -0/-2 until end of turn. 1/1.	SC	U	*	MTe	R	FE	<b>Quarum Trench Gnomes</b> T: Target plains produce 1 instead of W until end of game. 1/1.	SC	R	***	Dfr	R3	LG
<b>Kobold Taskmaster</b> Give all your Kobolds +1/+0.1/2	SC	U	**	RAF	R1	LG	<b>Orcish Conscripts</b> Cannot attack unless at least two other creatures attack. Cannot block unless at least two other creatures block. 2/2.	SC	C	*	DSh	R	IA	<b>Raging Bull</b> 2/2.	SC	C	**	RAF	R2	LG
<b>Land's Edge</b> Any player may discard a card from hand at any time and do 2 damage to a player of his or her choice if the card discarded is a land.	EW	R	**	BSn	RR1	LG, CH	<b>Orcish Farmer</b> T: Turn target land into a swamp until its controller's next untap phase. 2/2.	SC	C	***	Dfr	RR1	IA	<b>Raging River</b> When attacking, divide opponent's ground creatures on either side of Raging River. Attacker can then choose on which side of River to place each attacking creature, and attacking creatures can only be blocked by flying creatures or those on the same side of River.	EN	R	***	SEv	RR	A,B,U
<b>Lava Burst</b> Do X damage to any target. If the target is a creature, effects that prevent or redirect damage cannot be used to protect that creature.	SOR	C	****	TWu	RX	IA	<b>Orcish Healer</b> RR, T: Target creature may not regenerate this turn. RBB, T: Regenerate target black or green creature. RGG, T: Regenerate target black or green creature. 1/1.	SC	U	***	QHo	RR	IA	<b>Raiding Party</b> Raiding Party may not be targeted by white spells or effects. Sacrifice an Orc to destroy all plains. Any player may tap a white creature to save 1 or 2 plains from destruction. Any number of white creatures may be tapped for this purpose.	EN	U	***	QHo	R2	FE
<b>Lightning Bolt</b> Do 3 damage to one target.	INS	C	****	CRu	R	A,B,U,R,4TH	<b>Orcish Librarian</b> R, T: Take the top eight cards of your library and randomly remove four from the game. Put the remaining four in any order on top of your library. 1/1.	SC	R	****	PfO	R1	IA	<b>Red Elemental Blast</b> Counter a blue spell being cast or destroy a blue card in play. Misprint: Alpha version listed type as Instant.	INT	C	****	RTh	R	A,B,U,R,4TH
<b>Magnetic Mountain</b> To untap a blue creature, controller must spend 4 during upkeep in addition to other requirements. Big blue-deck killer!	EN	R	***	SVC	RR1	AN,R,4TH	<b>Orcish Lumberjack</b> T: Sacrifice a forest to add three mana to your mana pool. This mana can be any combination of green and red mana. 1/1.	SC	C	****	Dfr	R	IA	<b>Retribution</b> Choose Two creatures controlled by opponent. Bury one of these creatures and put a -1/-1 counter on the other. That opponent chooses which creature is buried.	SOR	U	***	MTe	RR2	HL
<b>Manabarbs</b> Do 1 damage to controller whenever he or she draws mana from any land.	EN	R	**	CRu	R3	A,B,U,R,4TH	<b>Orcish Mechanics</b> T: Do 2 points of damage to any target. Each time you use this ability, place one of your artifacts in play in the graveyard. 1/1.	SC	C	***	PvE	R2	AQ	<b>Rock Hydra</b> Put X +1/+1 head counters on Hydra. Each point of damage to Hydra destroys one counter unless controller spends R per head. During upkeep, new heads may be grown for RRR apiece. 0/0.	SC	R	***	JMe	R	A,B,U,R
<b>Mana Clash</b> Choose a target player. You and he or she should flip a coin. Any player whose coin comes up tails loses a life. Repeat until both players' coins come up heads simultaneously.	SOR	R	*	MTe	R	DK,4TH	<b>Orcish Mine</b> When Orcish Mine comes into play, place three ore counters on it. During upkeep remove one counter when ever target land is tapped. Destroy land Orcish Mine enchants when last counter is removed. Orcish Mine Deals 2 damage to land's controller.	EL	U	***	KFo	RR1	HL	<b>Roc of Kher Ridges</b> Flying. 3/3.	SC	R	****	ARu	R3	A,B,U,R
<b>Mana Flare</b> Each land produces an extra mana of its normal type whenever it is tapped for mana.	EN	R	****	CRu	R2	A,B,U,R,4TH							<b>Rukh Egg</b> If destroyed, a 4/4 flying red token creature is put into play at end of turn. 0/3.	SC	C	****	CRu	R3	AN	
<b>• Marton Stromgald</b> If Marton Stromgald attacks, all other attacking creatures gain +*/+* until end of turn, where * equals the number of other attacking creatures. If Marton blocks, all other blocking creatures gain +*/+* until end of turn. 1/1.	SL	R	****	MPo	RR2	IA														



MYSTIC DECREE



FLOOD

**■ Mystic Decree and Flood:** There are a lot of cards that are made to work with Mystic Decree—Island Sanctuary, Moot, Earthquake—but Flood is probably the best. It lets you shut down your opponent's forces without hurting your own, and it doesn't even require another color. By tapping your opponent's creatures during his turn, the creatures won't be able to attack or defend, and you'll be free to send in those Homarids and Sea Trolls. Whoopie!

<b>Melee</b> Cost on your turn during combat, but before defense is chosen. Choose how your attacking creatures are blocked. After declaring blockers, untap any unblocked attacking creature. Treat those creatures as if they had not attacked.	INS	U	****	DWi	R4	IA	<b>Orcish Driflame</b> All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha version lists casting cost as R1.	EN	U	***	Dfr	R3	A,B,U,R,4TH	<b>Stone Spirit</b> Stone Spirit cannot be blocked by flying creatures. 4/3.	SC	U	***	JMe	R4	IA
<b>Melting</b> All snow-covered lands turn into non-snow-covered lands of the same type.	EN	U	**	RGo	R3	IA	<b>Orcish Spy</b> T: Look at the top 3 cards in target player's library. Return them in order. Artists: DGe, SVC, Pvl. 1/1.	SC	C	****	MuH	R	FE	<b>Storm World</b> Do 1 damage to any player for each card below 4 in hand during upkeep.	EW	R	**	CRu	R	LG
<b>Meteor Shower</b> Meteor Shower does X+1 damage divided any way you choose to any number of targets.	SOR	C	****	REm	RXX	IA	<b>Orcish Squatters</b> If Orcish Squatters attacks and is not blocked, you may gain control of a land controlled by the defending player. If you do so, Orcish Squatters deal no damage this turn. 2/3.	SC	R	****	RKF	R4	IA	<b>• Tempest Efreit</b> T: Pick a card randomly from opponent's hand and place it in yours, burying Tempest Efreit in opponent's graveyard. Opponent may prevent this permanent change in ownership by sacrificing 10 life or conceding game before the switch is made. If so, bury Tempest Efreit in caster's graveyard. 3/3.	SC	R	*	NTH	RRR1	LG,4TH
<b>Mijao Djinn</b> If Mijao Djinn attacks, flip a coin. If opponent wins flip, Mijao Djinn taps but does not attack. 6/3.	SC	R	***	SVC	RRR	AN,R	<b>Orcish Veteran</b> Cannot be assigned to block white creatures of power greater than 1. R: Give Orcish Veteran first strike until end of turn. Artists: MBe, Dfr, QHo, DSh. 2/2.	SC	C	**	MuH	R2	FE	<b>Tor Giant</b> 3/3.	SC	C	**	DSh	R3	IA
<b>Mons's Goblin Raiders</b> 1/1.	SC	C	*	JMe	R	A,B,U,R,4TH	<b>Orgg</b> Trample. Orgg can not attack if opponent controls an untapped creature with power greater than 2. Orgg cannot block creature of power greater than 2. 6/6.	SC	R	***	DGe	RR3	FE	<b>Total War</b> Whenever any player declares an attack, destroy all untapped non wall creatures that don't attack. Creatures that the player did not control at the beginning of the turn are not affected by Total War.	EN	R	***	DTu	R3	IA
<b>Mountain Goat</b> Mountainwalk. 1/1.	SC	C	***	CBr	R	IA	<b>Panic</b> Target creature may not block this turn. Draw a card at the beginning of the next turn.	INS	C	**	MKi	R	IA	<b>Tunnel</b> Bury one wall.	SOR	U	**	Dfr	R	A,B,U,R,4TH
<b>Mountain Yeti</b> Mountainwalk, protection from white. 3/3.	SC	C	****	Dfr	RR2	LG, CH	<b>Power Surge</b> Before untap phase, player must count untapped lands. During upkeep phase, player takes 1 damage for each untapped land.	EN	R	***	DSh	RR	A,B,U,R,4TH	<b>Two-Headed Giant of Foriys</b> Trample. May block two creatures in combat. 4/4.	SC	R	****	AMo	R4	A,B,U
<b>Mudslide</b> Non-flying creatures do not untap unless their controller pays 2 for each creature he or she wishes to untap.	EN	R	**	BSn	R2	IA							<b>Uthden Troll</b> R: Regenerates. 2/2.	SC	U	****	DSh	R2	A,B,U,R,4TH	

•/- Restricted/Banned  
AC Artifact Creature

ART Artifact  
CR Current Rarity

CU Cumulative Upkeep  
EA Enchant Artifact

EC Enchant Creature  
EE Enchant Enchantment

EL Enchant Land  
EN Enchantment

EW Enchant World  
INS Instant

INT Interrupt  
LAN Land

SC Summon Creature  
SOR Sorcery





## players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Vertigo</b>	INS	U	•••	DTu	R	IA
Do 2 damage to target flying creature, which loses flying until end of turn.						
<b>Wall of Dust</b>	SC	U	••	RTh	R2	LG,4TH
Creatures blocked by Wall may not attack during opponent's next turn. 1/4.						
<b>Wall of Earth</b>	SC	C	••••	RTh	R1	LG
0/6.						
<b>Wall of Fire</b>	SC	U	•••	RTh	RR1	A,B,U,R,4TH
R: +1/+0. 0/5.						
<b>Wall of Heat</b>	SC	C	•••	RTh	R2	LG,CH
2/6.						
<b>Wall of Lava</b>	SC	U	•••	PVe	RR1	IA
R: +1/+1 until end of turn. 1/3.						
<b>Wall of Opposition</b>	SC	U	•••	HMc	RR3	LG,CH
1: +1/+0 until end of turn. 0/6.						
<b>Wall of Stone</b>	SC	U	•••	Dfr	RR1	A,B,U,R,4TH
0/8.						
• <b>Wheel of Fortune</b>	SOR	R	•••••	DGe	R2	A,B,U,R
All players must discard their hands and draw seven new cards.						
<b>Windseeker Centaur</b>	SC	R	•••	AMa	RR1	BOOK
Does not tap to attack. 2/2.						
<b>Winds of Change</b>	SOR	R	•••	JHa	R	LG,4TH
All players must shuffle their hands into their libraries, then draw as many cards as they originally had.						
<b>Winter Sky</b>	SOR	R	••	MK	R	HL
Flip a coin. Opponent calls heads or tails. If call is in your favor, Winter Sky does one damage to each creature and player. Otherwise each player draws a card.						
<b>Word of Blasting</b>	INS	U	•••	KMe	R1	IA
Bury target wall. Word of Blasting does X damage to the wall's controller, where X equals the casting cost of the wall.						
<b>Ydwen Efreel</b>	SC	R	••	DTu	RRR	AN
Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Efreel blocks. 3/6.						

## WHITE

<b>Abbey Gargoyles</b>	SC	U	••••	CRu	WWW2	HL
Flying. Protection from red. 3/4.						
<b>Abbey Matron</b>	SC	C	•••	MK	2WW	HL
W. T: +0/+3 till end of turn. 1/3 (Two versions)						
<b>Abu Ja'far</b>	SC	U	••••	KMe	W	AN,CH
If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.						
<b>Adarkar Unicorn</b>	SC	C	•••	QHo	WW1	IA
T: Add either U or U and 1 to your mana pool. This mana can only be used for cumulative upkeep. 2/2.						
<b>Akron Legionnaire</b>	SC	R	•	MPo	WW6	LG,CH
Of your non-artifact creatures, only Akron Legionnaire may attack. 8/4.						
<b>Alabaster Potion</b>	INS	C	••••	HMc	WWX	LG,4TH
Give target player X life or prevent X damage to target creature or player.						
<b>Amrou Kithkin</b>	SC	C	••	QHo	WW	LG,4TH
Creatures with power greater than 2 may not block Amrou Kithkin. Blocker's power may later be increased. 1/1.						
<b>Angelic Voices</b>	EN	R	••••	JBa	WW2	LG,CH
Give all your creatures +1/+1 if you control only white or artifact creatures.						
<b>Angry Mob</b>	SC	U	••••	DTu	WW2	DK,4TH
Trample. During Angry Mob's controller's turn, * = total number of swamps all opponents control. Otherwise, * = 0. 2+*/2+*.						
<b>Animate Wall</b>	EC	R	••	Dfr	W	A,B,U,R,4TH
Target wall may now attack.						
<b>Arctic Foxes</b>	SC	C	••	MPo	W1	IA
If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1.						
<b>Arenson's Aura</b>	EN	C	••	NLe	W2	IA
W: Sacrifice an enchantment to destroy another enchantment. 3UU: Counter an enchantment as it is being cast.						
<b>Argivian Archaeologist</b>	SC	R	•••••	AWe	WW1	AQ
2. T: Bring an artifact from your graveyard to your hand. 1/1.						
<b>Argivian Blacksmith</b>	SC	C	••	KKa	WW1	AQ
T: Negate 2 damage to target artifact creature. 2/2.						
<b>Armageddon</b>	SOR	R	•••••	JMy	W3	A,B,U,R,4TH
Destroy all lands in play.						
<b>Armor of Faith</b>	EC	C	•••	AMa	W	IA
Target creature gains +1/+1. W: +0/+1.						
<b>Army of Allah</b>	INS	C	••••	BSn	WW1	AN
+2/+0 to all attacking creatures until end of turn.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Artifact Ward</b>	EC	C	••	DSh	W	AQ
Target creature may not be blocked by artifact creatures. Damage taken from an artifact source is reduced to 0. Target creature is not affected by artifact effects that target it.						
<b>Aysen Bureaucrats</b>	SC	C	•••	ARa	W1	HL
Tap target creature with power no greater than 2. 1/1.						
<b>Aysen Crusader</b>	SC	R	••	NTh	WW2	HL
X equals number of heroes in play. 2+X/2+X						
<b>Aysen Highway</b>	EN	R	•••	NTh	WWW3	HL
All white creatures gain plainswalk.						
• <b>Balance</b>	SOR	R	•••••	MPo	W1	A,B,U,R,4TH
All players must discard enough lands, cards in hand, and creatures so that everyone has the same number as the player with the lowest number of lands, cards in hand, and creatures, respectively.						
<b>Battle Cry</b>	INS	U	•••	DSh	W2	IA
Untap all your white creatures. All creatures that block this turn get +0/+1 until end of turn.						
<b>Beast Walkers</b>	SC	R	••	HHu	WW1	HL
G: Banding until the end of turn. 1/1.						
<b>Benalish Hero</b>	SC	C	•••	DSh	W	A,B,U,R,4TH
Bands. 1/1.						
<b>Black Scarab</b>	EC	U	•••	KFo	W	IA
Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by black creatures.						
<b>Black Ward</b>	EC	U	••••	Dfr	W	A,B,U,R,4TH
Target creature gains protection from black.						
<b>Blaze of Glory</b>	INS	R	••	RTh	W	A,B,U
Target creature must block all creature that it is legally eligible to block. Blocker's controller chooses how to distribute damage. Play before defense is chosen.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Circle of Protection: Green</b>	EN	C	•••	SEv	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one green source.						
<b>Circle of Protection: Red</b>	EN	C	••••	MTe	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one red source.						
<b>Circle of Protection: White</b>	EN	C	•••	DSh	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one white source.						
<b>Cleanse</b>	SOR	R	••••	Pfo	WW2	LG
Destroy all black creatures in play.						
<b>Cleansing</b>	SOR	R	•••	PVe	WWW	DK
All land is destroyed. Anyone who wishes to preserve specific lands may do so by sacrificing 1 life per land to be saved.						
<b>Clergy of the Holy Nimbus</b>	SC	C	••	DGe	W	LG
If killed or destroyed, Clergy of the Holy Nimbus regenerate unless opponent pays 1. 1/1.						
<b>Cold Snap</b>	EN	U	•••	RGo	W2	IA
CU: 2. During each player's upkeep, Cold Snap deals 1 damage to that player for each snow-covered land he or she controls.						
<b>Combat Medic</b>	SC	C	••••	MuH	W2	FE
W1: Prevent 1 damage to a player or creature. Artists: EBe, LDa, AMa, SVC. 0/2.						
<b>Consecrate Land</b>	EL	U	••••	JMe	W	A,B,U
Target land is immune from all effects that would destroy it.						
<b>Conversion</b>	EN	U	••••	JMy	WW2	A,B,U,R,4TH
All mountains are considered basic plains. Pay WW during upkeep or discard Conversion.						
<b>Cooperation</b>	EC	C	•••	Pfo	W2	IA
Target creature gains banding.						
<b>Crusade</b>	EN	R	••••	MPo	WW	A,B,U,R,4TH
All white creatures gain +1/+1.						



THOUGHTLEECH



MONSOON

## Thoughtleech and Monsoon:

Although this combo only works well against a deck with a lot of blue, it'll be well worth it if you can slip both enchantments past a Counterspell. Once you've got them out, no matter what happens you're going to gain life from those islands when they become tapped, whether it's by your opponent or by Monsoon. Ah well, c'est la vie...

<b>Blessed Wine</b>	INS	C	••	KFo	W1	IA
Gain 1 life. Draw a card at the beginning of the next turn.						
<b>Blessing</b>	EC	R	••••	JBa	WW	A,B,U,R,4TH
W: +1/+1.						
<b>Blinking Spirit</b>	SC	R	•••••	LWi	W3	IA
0: Blinking Spirit returns to its owner's hand. 2/2.						
<b>Blood of the Martyr</b>	INS	U	•	CRu	WWW	DK,CH
Until end of turn, you may redirect damage done to your creatures to yourself instead.						
<b>Blue Scarab</b>	EC	U	•••	AWe	W	IA
Target creature gets +2/+2 as long as any other player has any blue cards. Target creature cannot be blocked by blue creatures.						
<b>Blue Ward</b>	EC	U	•••	Dfr	W	A,B,U,R,4TH
Target creature gains protection from blue.						
<b>Brainwash</b>	EC	C	••	PVe	W	DK,4TH
Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.						
<b>Call to Arms</b>	EN	R	••••	RGo	W1	IA
Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Bury Call to Arms if at any time that opponent does not control more cards of that color than any other color.						
<b>Camel</b>	SC	C	•	SEv	W	AN
Bands. Camel gives immunity to Desert damage to all those banded with it. 0/1.						
<b>Caribou Range</b>	EL	R	••••	Rtp	WW2	IA
WW: Tap land Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature. 0: Sacrifice a Caribou token to gain 1 life.						
<b>Castle</b>	EN	U	•••	DWi	W3	A,B,U,R,4TH
Your untapped creatures gain +0/+2. Attacking creatures don't get this bonus.						
<b>Circle of Protection: Artifacts</b>	EN	C	••••	PVe	W1	AQ,4TH
2: Prevent all damage against you from an artifact source.						
<b>Circle of Protection: Black</b>	EN	C	••••	JMy	W1	B,U,R,4TH,IA
1: Prevent all damage to you from one black source.						
<b>Circle of Protection: Blue</b>	EN	C	•••	DWi	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one blue source.						

<b>D'Avenant Archer</b>	SC	C	•••	DSh	W2	LG, CH
T: Do 1 damage to attacking or blocking creature. 1/2.						
<b>Damping Field</b>	EN	U	••	JHa	W2	AQ
No one may untap more than one artifact in each of his or her own untap phases.						
<b>Death Speakers</b>	SC	U	•••	DSh	W	HL
W: Protection from black. 1/1.						
<b>Death Ward</b>	INS	C	•••	HMc	W	A,B,U,R,4th,IA
Regenerates target creature.						
<b>Disenchant</b>	INS	C	•••••	BSn	W1	A,B,U,R,4th,IA
Destroy target enchantment or artifact.						
• <b>Divine Intervention</b>	EN	R	•••	AWe	WW6	LG
Put 2 counters on card. Remove 1 counter during your upkeep. When both are removed, game ends in a draw.						
<b>Divine Offering</b>	INS	C	••••	JMe	W1	LG
Destroy target artifact, gaining life equaling casting cost of artifact.						
<b>Divine Transformation</b>	EC	U	••••	NTh	WW2	LG,4TH
Give target creature +3/+3.						
<b>Drought</b>	EN	U	•••••	Nth	WW2	IA
During your upkeep, pay WW or destroy Drought. In order to cast a spell that has B as part of its casting cost or use an ability that requires B, the player must sacrifice a swamp for each B in the spell or effect.						
<b>Dust to Dust</b>	SOR	C	•••	DTu	WW1	DK
Remove any two target artifacts from the game.						
<b>Elder Land Wurm</b>	SC	R	•••	QHo	WWW4	LG,4TH
Trample. Elder Land Wurm cannot attack until it has been assigned to block. 5/5.						
<b>Elvish Healer</b>	SC	C	•••	REm	W2	IA
T: Prevent 1 damage to any target or up to 2 damage to a green creature. 1/2.						
<b>Enchanted Being</b>	SC	C	•	DSh	WW1	LG
Reduce damage dealt to Being during combat by creatures with enchantments on them to 0. 2/2.						
<b>Enduring Renewal</b>	EN	R	•••••	HMc	WW2	IA
Play with your hand face up. If you draw a creature from your library, discard it. Whenever a creature goes to your graveyard from play, return it to your hand.						



Name Description	Kind	CR	Rating	Artist	Cost	Sets Found	Name Description	Kind	CR	Rating	Artist	Cost	Sets Found	Name Description	Kind	CR	Rating	Artist	Cost	Sets Found
<b>Energy Storm</b> CU: 1. Damage done by instants, interrupts, and sorceries is reduced to 0. Flying creatures do not untap during their controller's untap phase.	EN	R	●●●	SEv	W1	IA	<b>Holy Day</b> Creatures attack and block as normal but deal no damage.	INS	C	●●	JHa	W	LG	<b>Kjeldoran Guard</b> T: Give target creature +1/+1 until end of turn. If that creature leaves play, bury Kjeldoran Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands. 1/1.	SC	C	●●	AWa	W1	IA
<b>Equinox</b> Tap target land to counter a spell that destroys your land (play as an interrupt).	EL	C	●●	SVC	W	LG	<b>Holy Light</b> Give all non-white creatures -1/-1 until end of turn.	INS	C	●●	Dtu	W2	DK	<b>Kjeldoran Knight</b> Banding. W1: +1/+0 until end of turn. WW: +0/+2 until end of turn. 1/1.	SC	R	●●●	RSp	WW	IA
<b>Exorcist</b> W1, T: Destroy target black creature. 1/1.	SC	R	●●	Dtu	WW	DK	<b>Holy Strength</b> Target creature gains +1/+2.	EC	C	●●	AMa	W	AB,UR,4TH	<b>Kjeldoran Phalanx</b> First strike, banding. 2/5.	SC	R	●●	RKF	W5	IA
<b>Eye for an Eye</b> Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.	INS	R	●●●	MPo	WW	AN,R,4TH	<b>Icefall Infantry</b> 1: Gains banding until end of turn. 1: Gains first strike until end of turn. Artists: EBe, CRu, DSh, Dtu. 1/1.	SC	C	●●	MuH	W	FE	<b>Kjeldoran Royal Guard</b> T: Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.	SC	R	●●●	LW1	WW3	IA
<b>Farmstead</b> Target land's controller gains 1 life but no more if WW is spent during controller's upkeep.	EL	R	●	MPo	WWW	AB,UR	<b>Icefall Javelineers</b> When cast, put a javelin counter on Javelineers. T: Remove the counter to deal 1 damage to any target. Artists: EBe, MBe, SKi. 1/1.	SC	R	●	PVe	WW	FE	<b>Kjeldoran Skycaptain</b> Flying, banding, first strike. 2/2.	SC	U	●●●	MPo	W4	IA
<b>Farrel's Mantle</b> If target creature attacks and is not blocked it may deal X + 2 damage to any other target creature where X is the power of the creature Farrel's Mantle enchants.	EC	U	●●	AWa	W2	FE	<b>Icefall Lieutenant</b> W1: Give target Soldier +1/+0 until end of turn. 1/2.	SC	R	●●	MuH	W	FE	<b>Kjeldoran Skyknight</b> Flying, banding, first strike. 1/1.	SC	C	●●●	MPo	W2	IA
<b>Farrel's Zealot</b> If Zealot attacks without being blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. Artists: EBe, MBe, RKF. 2/2.	SC	C	●●	MuH	WW1	FE	<b>Icefall Moneychanger</b> Lose 3 life when casting and put 3 counters on Icefall Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. Artists: EBe, MBe, Dtu. 0/2.	SC	C	●●	MuH	W	FE	<b>Kjeldoran Warrior</b> Banding. 1/1.	SC	C	●●	MPo	W	IA
<b>Farrelite Priest</b> 1: Add W to your mana pool (play as an interrupt). Bury Farrelite Priest if more than 3 is spent in this way in one turn. 1/3	SC	U	●	PFo	WW1	FE	<b>Icefall Phalanx</b> Bands. 2/4.	SC	U	●●	KFo	W4	FE	<b>Knights of Thorn</b> Protection from red, banding. 2/2.	SC	R	●●●	CRu	W3	DK
<b>Fasting</b> Take 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for 5 of your upkeeps.	EN	U	●●	DSH	W	DK	<b>Icefall Priest</b> WW1: Make target creature +1/+1 until end of turn. 1/1.	SC	U	●●	Dtu	W	FE	<b>Lance</b> Target creature gains first strike.	EC	U	●●	RAI	W	AB,UR
<b>Festival</b> Opponent may not declare an attack this turn. Play during opponent's upkeep.	INS	C	●●	MPo	W	DK	<b>Icefall Scout</b> 1, T: Give target creature first strike until end of turn. Artists: RAJ, Pfo, RKF, DSh. 1/1.	SC	C	●●●	MuH	W	FE	<b>Land Tax</b> If opponent controls more land than you during upkeep, you may remove up to 3 basic lands from your library and put them in your hand. Reshuffle your library afterward.	EN	R	●●●	BSn	W	LG,4TH
<b>Fire and Brimstone</b> Do 4 damage to target player and do 4 damage to you. Fire and Brimstone may not be used unless opponent has declared an attack that turn.	INS	U	●●	JMe	WW3	DK	<b>Icefall Skirmishers</b> Bands, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.	SC	R	●●	HHu	W3	FE	<b>Leeches</b> Target player removes all poison counters. Player takes 1 damage for each poison counter removed.	SOR	R	●	ARa	WW1	HL
<b>Formation</b> Give target creature banding until end of turn. Draw a card at the beginning of the next turn.	INS	R	●●	KMe	W1	IA	<b>Icefall Town</b> Put 4 Citizen tokens, which are 1/1 white creatures, in play.	SOR	R	●●●	TW1	W5	FE	<b>Lifeblood</b> Take 1 life whenever opponent taps a mountain.	EN	R	●●●	MTe	WW2	LG
<b>Fortified Area</b> Give all your walls +1/+0 and banding.	EN	C	●●	RAF	WW1	LG	<b>Indestructible Aura</b> Reduce to 0 all damage dealt to target creature until end of turn.	INS	C	●●	MPo	W	LG	<b>Lightning Blow</b> Give target creature first strike until end of turn. Draw a card at the beginning of the next turn.	INS	R	●●	HMc	W1	IA
<b>Fylgia</b> Put four healing counters on Fylgia when it comes into play. 0: Remove a healing counter to prevent 1 damage to the creature Fylgia enchants. 2W: Put a healing counter on Fylgia.	EC	C	●●●	EBe	W	IA	<b>Infinite Authority</b> After combat, destroy all creatures with toughness 3 or less blocking or blocked by target creature. Put a +1/+1 counter on target creature for each creature so destroyed.	EC	R	●●	DSh	WWW	LG,CH	<b>Lost-Order of Jarkeld</b> * equals the number of creatures controlled by target opponent. 1+*/1+*.	SC	R	●●	ARu	WW2	IA
<b>General Jarkeld</b> T: Exchange two blocking creatures without creating an illegal block. 1/2.	SL	R	●●	RTh	W3	IA	<b>Island Sanctuary</b> If you don't draw a card, only flying or islandwalking creatures may attack you until your next turn.	EN	R	●●	MPo	W1	AB,UR,4TH	<b>Martyr's Cry</b> Remove all white creatures from the game. Each player must draw a card for each white creature he or she controlled.	SOR	R	●●	JMe	WW	DK
<b>Glyph of Life</b> Add to your life points damage done to target wall by attacking creatures.	INS	C	●	SVC	W	LG	<b>Ivory Guardians</b> Protection from red. Make all guardians +1/+1 if opponent controls red cards. 3/3	SC	U	●●	MBe	WW4	LG,CH	<b>Martyrs of Korlis</b> Damage done to you by artifacts is instead done to Martyrs of Korlis unless Martyrs of Korlis is tapped. Only one Bodyguard of your choice may take damage for you in this manner per turn. 1/6.	SC	U	●●	MOK	WW3	AQ
<b>Great Defender</b> Give target creature +0/+X until end of turn, where X is the creature's casting cost.	INS	U	●●	MPo	W	LG	<b>Jihad</b> +2/+1 to white creatures while chosen color of opponent's is in play. Discard Jihad if no cards of that color are in play.	EN	R	●●●	BSn	WWW	AN	<b>Mercenaries</b> If Mercenaries damages a player, that player may pay 3 to prevent that damage. 3/3.	SC	R	●	CBt	W3	IA
<b>Greater Realm of Preservation</b> W1: Prevent all damage to you from a red or black source.	EN	●●●	Nth	W1	LG		<b>Justice</b> Pay WW during your upkeep or destroy Justice. Whenever a red spell or creature deals damage, Justice deals an equal amount of damage to the controller of that creature or spell.	EN	U	●●●	Rtp	WW2	IA	<b>Mesa Falcon</b> Flying. W1: +0/+1 until end of turn. 1/1. (Two versions)	SC	C	●●	MPo	W1	HL
<b>Green Scarab</b> Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.	EC	U	●●	NLe	W	IA	<b>Karma</b> Do 1 point of damage to a player for each swamp he or she has in play during his or her upkeep.	EN	U	●●●	RTh	WW2	AB,UR,4TH	<b>Mesa Pegasus</b> Flying, bands. 1/1.	SC	C	●●●	MBe	W1	AB,UR,4TH
<b>Green Ward</b> Target creature gains protection from green.	EC	U	●●	Dfr	W	AB,UR,4TH	<b>Keepers of the Faith</b> 2/3.	SC	C	●●	DGe	WW1	LG,CH	<b>Miracle Worker</b> T: Destroy target enchantment on one of your creatures. 1/1.	SC	C	●●	RSp	W	nv



FREYALISE'S WINDS



KISMET

# Freyalise's Winds

**and Kismet:** Is there a more annoying combo than these two cards? It comes into play tapped. It untaps next turn. It stays tapped next time you untap it. It, it, it... what's it? Everything! If you don't really care about winning and using lots of counters, try this combo. Who knows, maybe your opponent will get so annoyed they'll just forfeit.

<b>Kelsinko Ranger</b> W1: One green creature gains first strike until end of turn. 1/1	SC	C	●	MPo	W	IA
<b>King Suleiman</b> T: Destroy an Efreet or Djinn. 1/1.	SC	R	●●	MPo	W1	AN
<b>Kismet</b> All opponent's creatures, lands, and artifacts enter play tapped.	EN	U	●●●	KFo	W3	LG,4TH
<b>Kjeldoran Elite Guard</b> T: Give target creature +2/+2 until end of turn. Bury Kjeldoran Elite Guard if that creature leaves play this turn. 2/2	SC	U	●●	MBe	W3	IA

<b>Moat</b> Non-flying creatures cannot attack	EN	R	●●●	JMe	WW2	LG
<b>Moorish Cavalry</b> Trample. 3/3	SC	C	●●	DW1	WW2	AN
<b>Morale</b> Give all attacking creatures +1/+1 until end of turn.	INS	C	●●	MPo	WW1	DK, 4TH
<b>Northern Paladin</b> WW, T: Destroy a black card in play. 3/3.	SC	R	●●	DSH	WW2	AB,UR,4TH

●/+ Restricted/Banned	ART Artifact	CU Cumulative Upkeep	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	YC Summon Creature
AC Artifact Creature	CR Current Ranty	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery





# players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
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<b>Order of Leitbur</b>	SC	C	••••	Mudi	WW	FE
Protection from black. WW: +1/+0 until end of turn. W: First strike until end of turn. Artists: RAF, BWa (two versions). 2/1.						
<b>Order of the Sacred Torch</b>	SC	R	•••••	Rtp	WW1	IA
T: Sacrifice 1 life to counter a black spell. 2/2.						
<b>Order of the White Shield</b>	SC	U	•••••	Rtp	WW	IA
Protection from black. WW: +1/+0 until end of turn. W: First Strike until end of turn. 2/1.						
<b>Osai Vultures</b>	SC	U	•	Dfr	W1	LG,4TH
Flying. After a turn in which a creature went to the graveyard, add a counter to Osai Vultures. Remove 2 counters to make Osai Vultures +1/+1 until end of turn. 1/1.						
<b>Pearled Unicorn</b>	SC	C	••	Cbr	W2	AB,U,R,4TH
2/2.						
<b>Personal Incarnation</b>	SC	R	•••	KBr	WW3	AB,U,R,4TH
If desired, redirect any or all damage suffered by Personal Incarnation to controller instead. If Personal Incarnation is sent to graveyard, its owner loses half of his or her remaining life (round up the loss). 6/6.						
<b>Petra Sphinx</b>	SC	R	••	Sev	WW2	LG,CH
T: Make target player name a card and then turn over the top card in his or her library. If the opponent's guess matches the card, it is put into his or her hand; otherwise, it goes to the graveyard. 3/4.						
<b>Piety</b>	INS	C	••	MPo	W2	AN,4TH
+0/+3 to all defending creatures until end of turn.						
<b>Pikemen</b>	SC	C	•••	DDe	W1	DK,4TH
Banding, first strike. 1/1.						
<b>Preacher</b>	SC	R	•••	QHo	WW1	DK
T: Gain control of an opponent's creature. Opponent chooses which creature you control. If Preacher untaps or leaves play, you lose control of creature. You may choose to leave Preacher tapped.						
<b>Presence of the Master</b>	EN	U	•••	PFa	W3	LG
Counter all new enchantments cost whenever Presence of the Master is in play.						
<b>Prismatic Ward</b>	EC	C	•••	LWi	W1	IA
Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.						
<b>Prophecy</b>	SOR	C	••	CRu	W	HL
Reveal the top card of opponent's library to all players. If it is a land, gain one life. That opponent then shuffles his library. Draw a card at the beginning of the next turn's upkeep.						
<b>Purelace</b>	INT	R	•••	Sev	W	AB,U,R,4TH
Change the color of one card being played or in play to white.						
<b>Rally</b>	INS	C	••	HHu	WW	IA
All blocking creatures gain +1/+1 until end of turn.						
<b>Rapid Fire</b>	INS	R	•	JHo	W3	LG
Give target creature first strike and Rampage. 2 until end of turn. Play before defense is chosen.						
<b>Rashka the Slayer</b>	SC	U	••	CRu	WW3	HL
Can block creatures with flying. If Rashka the Slayer blocks a black creature, it gains +1/+2 until the end of turn. 3/3.						
<b>Red Scarab</b>	EC	U	••••	Sev	W	IA
Target creature gets +2/+2 as long as any other player has any red cards. Target creature cannot be blocked by red creatures.						
<b>Red Ward</b>	EC	U	••••	Dfr	W	AB,U,R,4TH
Target creature gains protection from red.						
<b>Remove Enchantments</b>	INS	C	••	BSn	W	LG
Return all enchantments you control to your hand and destroy all enchantments played on permanents you control. If cost during opponent's attack, destroy all opponent's enchantments played on attacking creatures. All enchantments you own are returned to your hand; all other enchantments are destroyed.						
<b>Repentant Blacksmith</b>	SC	C	•••	Dtu	W1	AN,CH
Protection from red. 1/2.						
<b>Resurrection</b>	SOR	U	••••	DWi	WW2	AB,U,R
Take a creature from your graveyard and put it directly into play as if just summoned.						
<b>Reverse Damage</b>	INS	R	•••••	DWi	WW1	AB,U,R,4TH
All damage you have taken from any one source is added to, not subtracted from, your life total.						
<b>Reverse Polarity</b>	INS	C	•••	JHo	WW	AQ,R
All damage you have taken from all artifacts this turn is retroactively added to, not subtracted from, your life total. Treat subsequent damage this turn normally.						
<b>Righteous Avengers</b>	SC	U	•••	HHu	W4	LG
Plainswalk. 3/1.						
<b>Righteousness</b>	INS	R	•••	DSh	W	AB,U,R,4TH
Target defending creature gets +7/+7 until end of turn.						
<b>Sacred Boon</b>	INS	U	••••	MRa	W1	IA
Negate up to 3 damage dealt to target creature. At end of turn put a +0/+1 counter on that creature for each damage negated.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
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<b>Samite Alchemist</b>	SC	C	••	TWa	W3	HL
WW,T: Prevent up to 4 damage to a creature you control. Tap creature. That creature does not untap during your next untap phase. 0/2. (Two versions)						
<b>Samite Healer</b>	SC	C	••••	TWa	W1	AB,U,R,4TH
T: Prevent 1 damage to any target. 1/1.						
<b>Savannah Lions</b>	SC	R	•••	DGe	W	AB,U,R,4TH
2/1.						
<b>Seeker</b>	EC	C	•••	MPa	WW2	LG,4TH
Target creature may only be blocked by white or artifact creatures.						
<b>Seraph</b>	SC	R	•••••	CRu	W6	IA
Flying. If a creature dies during a turn in which Seraph damaged it, it is put into play under your control. Bury the creature if Seraph leaves play to your control. 4/4.						
<b>Serra Angel</b>	SC	U	•••••	DSh	WW3	AB,U,R,4TH
Flying. Does not tap to attack. 4/4.						
<b>Serra Aviary</b>	EW	R	••••	NLe	W3	HL
All creatures with flying get +1/+1						
<b>Serra Bestiary</b>	EC	C	••	AMa	WW	HL
Pay WW during your upkeep or bury Serra Bestiary. Target creature cannot block, attack or use any abilities that have T: in their activation cost.						



**Tinder Wall:** Did someone say Wall of Wood? Forget that, this baby's way more powerful! Used solely for fast mana, Tinder Walls can give you a real boost for piling out big creatures. And if you don't need the mana right away, they're still great for blocking those annoying Mishra's Factories and other little critters.

<b>Serra Inquisitors</b>	SC	U	••	DDe	W4	HL
If blocking or blocked by black creatures, Inquisitors get +2/0. 3/3.						
<b>Serra Paladin</b>	SC	C	••	PVe	WW2	HL
T: Prevent 1 damage to any creature or player. WW1, T: Attacking does not cause target creature to tap this turn. 2/2.						
<b>Shahrazad</b>	SOR	R	•	KFo	WW	AN
Players must suspend game in progress and play a game of Magic with their current libraries. Loser of that game loses half of life points in the original game.						
<b>Shield Bearer</b>	SC	C	••	Dfr	W1	IA
Banding. 0/3.						
<b>Shield Wall</b>	INS	U	••	DSh	W1	LG,CH
Give all your creatures +0/+2 until end of turn						
<b>Snow Hound</b>	SC	U	•••	PMo	W2	IA
1, T: Return Snow Hound and target blue or green creature you control to their owner's hand. 1/1						
<b>Soraya the Falconer</b>	SL	R	•••	DDe	WW1	HL
All falcons +1/+1. W1: Target falcon gains banding until the end of turn. 2/2.						
<b>Spirit Link</b>	EC	U	•••••	KFo	W	LG,4TH
Take 1 life for every point of damage target creature does.						
<b>Spiritual Sanctuary</b>	EN	R	•••	AWe	WW2	LG
Any player controlling plains takes 1 life during his or her upkeep.						
<b>Squire</b>	SC	C	•	DDe	W1	DK
1/2.						
<b>Swords to Plowshares</b>	INS	U	•••••	KFo	W	AB,U,R,4TH,IA
Remove target creature from game. Creature's controller gains life points equal to the creature's power.						
<b>Thunder Spirit</b>	SC	R	••••	RAF	WW1	LG
Flying, first strike. 2/2						
<b>Tivadar's Crusade</b>	SOR	U	•	DDe	WW1	DK
All Goblins are destroyed						
<b>Trade Caravan</b>	SC	C	•	KFo	W	HL
During your upkeep, put a currency counter on Trade Caravan. 0 Remove Two currency counters from Trade Caravan to untap target basic land. Use this ability only during any opponent's upkeep. 1/1 (Two versions)						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
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<b>Truce</b>	INS	R	••	MBe	W2	HL
Each player may draw up to two cards. For each card less than Two the player draws, player gets 2 life.						
<b>Tundra Wolves</b>	SC	C	••	QHo	W	LG,4TH
First strike. 1/1.						
<b>Veteran Bodyguard</b>	SC	R	••••	DSh	WW3	AB,U,R
Damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/5.						
<b>Visions</b>	SOR	U	••	Nth	W	LG,4TH
Look at the top 5 cards of any library, then reshuffle it if you so choose.						
<b>Wall of Caltraps</b>	SC	C	••	BSn	W1	LG
If Wall of Caltraps blocks a creature with other creatures that are all walls, Wall of Caltraps gains banding until end of turn. 2/1.						
<b>Wall of Light</b>	SC	U	•••	RTh	W2	LG
Protection from black. 1/5.						
<b>Wall of Swords</b>	SC	U	••••	MTe	W3	AB,U,R,4TH
Flying. 3/5.						
<b>War Elephant</b>	SC	C	••••	KBi	W3	AN,CH
Bands, trample. 2/2.						
<b>Warning</b>	INS	C	•	PMo	W	IA
Target attacking creature does no damage in combat this turn.						
<b>White Knight</b>	SC	U	••••	DGe	WW	AB,U,R,4TH
Protection from black, first strike. 2/2.						
<b>White Scarab</b>	EC	U	•••	PFa	W	IA
Target creature gets +2/+2 as long as any other player has any white cards. Target creature cannot be blocked by white creatures.						
<b>White Ward</b>	EC	U	•••	Dfr	W	AB,U,R,4TH
Target creature gains protection from white.						
<b>Witch Hunter</b>	SC	U	••••	JMy	WW2	DK,CH
T: Witch Hunter does 1 damage to target player. WW1, T: Return target creature opponent controls to owner's hand. Destroy enchantments on target creature. 1/1.						
<b>Wrath of God</b>	INS	R	••••	QHo	WW2	AB,U,R,4TH
Bury all creatures in play.						

## LANDS

<b>Adventurers' Guildhouse</b>	LAN	U	•	TWā		LG
All your green legends may band with other legends.						
<b>Adarkar Wastes</b>	LAN	R	•••	MRa		IA
T: Add 1 to your mana pool. T: Add U to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.						
<b>An-Havva Township</b>	Land	R	•	Lda		HL
T: Add 1 Colorless mana to your pool. 1, T: Add G to your pool. 2, T: Add W to your pool. 2, T: Add R to your pool.						
<b>Arena</b>	LAN	R	••••	RAI		BOOK
3, T: Pick one of your creatures and have your opponent pick a creature. Both creatures are tapped and deal damage to one another as if one had attacked and the other blocked in combat.						
<b>Aysen Abbey</b>	Land	U	•	Lda		HL
T: Add 1 colorless mana to pool. 1, T: Add W to your pool. 2, T: Add U to your pool. 2, T: Add G to your pool.						
<b>Badlands</b>	LAN	R	•••••	RAI		AB,U,R
T: Add either R or B to your mana pool. Treat as both a Mountain and a Swamp.						
<b>Bayou</b>	LAN	R	•••••	JMy		AB,U,R
T: Add either B or G to your mana pool. Treat as both a Swamp and a Forest.						
<b>Bazaar of Baghdad</b>	LAN	R	••	JMe		AN
T: Draw 2 cards from your library; immediately discard 3 cards from your hand.						
<b>Bottomless Vault</b>	LAN	R	•••	PMo		FE
Comes into play tapped. You may leave Bottomless Vault tapped to put a storage counter on it. T: Remove any number of storage counters, adding B for each storage counter removed.						
<b>Brushland</b>	LAN	R	•••	BWa		IA
T: Add 1 to your mana pool. T: Add G to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.						
<b>Castle Sengir</b>	LAN	R	•	PVe		HL
T: Add 1 colorless mana to your pool. 1, T: Add B to your pool. 2, T: Add U to your pool. 2, T: Add R to your pool.						
<b>Cathedral of Serra</b>	LAN	U	•	MPo		LG
All your white legends may band with other legends.						
<b>City of Brass</b>	LAN	R	••••	MTe		AN, CH
T: Add 1 mana of any color. Take 1 damage when City of Brass is tapped.						
<b>City of Shadows</b>	LAN	R	••	TWā		DK
T: Remove one of your creatures from the game and put 1 counter to City of Shadows. T: Add X colorless mana to your mana pool, with X equaling the number of counters on City of Shadows.						
<b>Desert</b>	LAN	C	•••	JMy		AN
T: Add 1, T: Do 1 damage to any attacking creature after it deals damage.						
<b>Diamond Valley</b>	LAN	R	•••••	BSn		AN
T: Sacrifice a creature to gain life equal to its toughness.						
<b>Dwarven Hold</b>	LAN	R	•••	PMo		FE
Comes into play tapped. You may leave Dwarven Hold tapped to put a storage counter on it. T: Remove any number of storage counters, adding R for each storage counter removed.						
<b>Dwarven Ruins</b>	LAN	U	•	MPo		FE
Comes into play tapped. T: Add R to your mana pool. T: Sacrifice Dwarven Ruins to add RR to your mana pool.						



Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description							Description						
<b>Ebon Stronghold</b> LAN U • MPo FE Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.	LAN	U	•	MPo		FE	<b>Mishra's Factory</b> LAN U •••• KFo,PfO AQ,4TH T: Add 1 to your mana pool or give any Assembly Worker +1/+1 until end of turn. 1: Mishra's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. Still considered a land as well. Spring, fall, and winter pictures.	LAN	U	••••	KFo,PfO		AQ,4TH	<b>Strip Mine</b> LAN U ••••• DGe AQ,4TH T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.	LAN	U	•••••	DGe		AQ,4TH
<b>Elephant Graveyard</b> LAN R ••• RAI AN T: Add 1. T: Regenerate an Elephant or Mammoth.	LAN	R	•••	RAI		AN	<b>Mishra's Workshop</b> LAN R ••• KFo AQ T: Add 3 to your mana pool. This mana may only be used to cast artifacts.	LAN	R	•••	KFo		AQ	<b>Sulfurous Springs</b> LAN R ••• PfO IA T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add R to your mana pool and take 1 damage.	LAN	R	•••	PfO		IA
<b>Forest</b> LAN C — CRU AB,U,R,4TH,JA T: Add G to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	CRU		AB,U,R,4TH,JA	<b>Mountain</b> LAN C — DSh AB,U,R,4TH,JA T: Add R to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	DSh		AB,U,R,4TH,JA	<b>Sylvanite Temple</b> LAN U • MPo FE Comes into play tapped. T: Add U to your mana pool. T: Sacrifice Sylvanite Temple to add UU to your mana pool.	LAN	U	•	MPo		FE
<b>Glacial Chasm</b> LAN U •• LDa IA CU: 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.	LAN	U	••	LDa		IA	<b>Mountain Stronghold</b> LAN U • TWa LG All your red legends may band with other legends.	LAN	U	•	TWa		LG	<b>Swamp</b> LAN C — DFr AB,U,R,4TH,JA T: Add B to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	DFr		AB,U,R,4TH,JA
<b>Halls of Mist</b> LAN R •••• MPo IA CU: 1. No creature may attack if it attacked during its controller's last turn.	LAN	R	••••	MPo		IA	<b>Oasis</b> LAN U ••• BSn AN,4TH T: Negate 1 damage to any creature.	LAN	U	•••	BSn		AN,4TH	<b>Taiga</b> LAN R ••••• RAI AB,U,R T: Add either G or R to your mana pool. Treat as both a Forest and a Mountain.	LAN	R	•••••	RAI		AB,U,R
<b>Hammerheim</b> LAN U •••• BWa LG Legendary. T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.	LAN	U	••••	BWa		LG	<b>Pendelhaven</b> LAN U •••• BWa LG Legendary. T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.	LAN	U	••••	BWa		LG	<b>Tabernacle of Pendrell Vale</b> LAN R ••• NLe LG Legendary. All creatures require an upkeep cost of 1 in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.	LAN	R	•••	NLe		LG
<b>Havenwood Battleground</b> LAN U • MPo FE Comes into play tapped. T: Add G to your mana pool. T: Sacrifice Havenwood Battleground to add GG to your mana pool.	LAN	U	•	MPo		FE	<b>Plains</b> LAN C — JMy AB,U,R,4TH,JA T: Add W to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	JMy		AB,U,R,4TH,JA	<b>Timberline Ridge</b> LAN R ••••• JMe IA If there are any depletion counters on Timberline Ridge, it does not untap. Remove a depletion counter from Timberline Ridge at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Timberline Ridge. T: Add R to your mana pool and put a depletion counter on Timberline Ridge.	LAN	R	•••••	JMe		IA
<b>Hollow Trees</b> LAN R ••• PMo FE Comes into play tapped. You may leave Hollow Trees tapped to put a storage counter on it. T: Remove any number of storage counters, adding G for each storage counter removed.	LAN	R	•••	PMo		FE	<b>Plateau</b> LAN R ••••• DTu AB,U,R T: Add either R or W to your mana pool. Treat as both a Mountain and a Plains.	LAN	R	•••••	DTu		AB,U,R	<b>Talaria</b> LAN U ••• NLe LG Legendary. T: Add U to your mana pool. T: During upkeep, remove banding ability from target creature until end of turn.	LAN	U	•••	NLe		LG
<b>Icatian Store</b> LAN R ••• PMo FE Comes into play tapped. You may leave Icatian Store tapped to put a storage counter on it. T: Remove any number of storage counters, adding W for each storage counter removed.	LAN	R	•••	PMo		FE	<b>Rainbow Vale</b> LAN R ••• KFo FE T: Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.	LAN	R	•••	KFo		FE	<b>Tropical Island</b> LAN R ••••• JMy AB,U,R T: Add either G or U to your mana pool. Treat as both a Forest and an Island.	LAN	R	•••••	JMy		AB,U,R
<b>Ice Floe</b> LAN U ••• JMe IA You may choose not to untap Ice Floe. T: Tap target non-flying creature that attacks you. That creature does not untap as long as Ice Floe is tapped.	LAN	U	•••	JMe		IA	<b>River Delta</b> LAN R ••••• SEv IA If there are any depletion counters on River Delta, it does not untap. Remove a depletion counter from River Delta at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on River Delta. T: Add U to your mana pool and put a depletion counter on River Delta.	LAN	R	•••••	SEv		IA	<b>Tundra</b> LAN R ••••• JMy AB,U,R T: Add either U or W to your mana pool. Treat as both an Island and a Plains.	LAN	R	•••••	JMy		AB,U,R



PESTILENCE



DEATH SPEAKERS

### Pestilence and Death Speakers:

Pestilence is a great creature-clearer. Only problem is that when all the creatures go away, the disease-ridden enchantment goes with them. The best way to keep Pestilence around is with a critter with protection from black, and between Death Speakers, White Knights, Orders of Leitbur and Orders of the White Shield, you can build a whole deck around this theme!

<b>Island</b> LAN R — MPo AB,U,R,4TH,JA T: Add U to your mana pool.	LAN	R	—	MPo		AB,U,R,4TH,JA	<b>Ruins of Trokair</b> LAN U • MPo FE Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trokair to add WW to your mana pool.	LAN	U	•	MPo		FE
<b>Island of Wak-Wak</b> LAN R ••••• DSh AN T: Reduce the power of one flying creature to 0 until end of turn.	LAN	R	•••••	DSh		AN	<b>Safe Haven</b> LAN R ••••• CRU DK 2. T: Remove target creature you control from game (play as an interrupt). During upkeep, sacrifice Safe Haven to return all creatures it has removed from game to play. Treat these creatures as if they were just summoned.	LAN	R	•••••	CRU		DK
<b>Karakas</b> LAN U •••• NLe LG Legendary. T: Add W to your mana pool. T: Return target legend to owner's hand, destroying enchantments on target land.	LAN	U	••••	NLe		LG	<b>Sand Silos</b> LAN R ••• PMo FE Comes into play tapped. You may leave Sand Silos tapped to put a storage counter on it. T: Remove any number of storage counters, adding U for each storage counter removed.	LAN	R	•••	PMo		FE
<b>Karplusan Forest</b> LAN R ••• NLe IA T: Add 1 to your mana pool. T: Add R to your mana pool and take 1 damage. T: Add G to your mana pool and take 1 damage.	LAN	R	•••	NLe		IA	<b>Savannah</b> LAN R ••••• RAI AB,U,R T: Add either W or G to your mana pool. Treat as both a Plains and a Forest.	LAN	R	•••••	RAI		AB,U,R
<b>Kaskun Keep</b> LAN U • PMo HL T: add 1 colorless mana to your pool. 1, T: Add R to your pool. 2, T: Add B to your pool. 2, T: Add G to your pool.	LAN	U	•	PMo		HL	<b>Scrubland</b> LAN R ••••• JMy AB,U,R T: Add either W or B to your mana pool. Treat as both a Plains and a Swamp.	LAN	R	•••••	JMy		AB,U,R
<b>Land Cap</b> LAN R •••• LWi IA If there are any depletion counters on Land Cap, it does not untap. Remove a depletion counter from Land Cap at the end of your upkeep. T: Add U to your mana pool and put a depletion counter on Land Cap. T: Add W to your mana pool and put a depletion counter on Land Cap.	LAN	R	••••	LWi		IA	<b>Seafarer's Quay</b> LAN U • TWa LG All your blue legends may band with other legends.	LAN	U	•	TWa		LG
<b>Lava Tubes</b> LAN R •••• BWa IA If there are any depletion counters on Lava Tubes, it does not untap. Remove a depletion counter from Lava Tubes at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on Lava Tubes. T: Add R to your mana pool and put a depletion counter on Lava Tubes.	LAN	R	••••	BWa		IA	<b>Snow-Covered Forest</b> LAN U — PMo IA T: Add G to your mana pool.	LAN	U	—	PMo		IA
<b>Library of Alexandria</b> LAN R ••••• MPo AN T: Add 1 to your mana pool. T: Draw one card from your library if you have exactly 7 cards in hand.	LAN	R	•••••	MPo		AN	<b>Snow-Covered Island</b> LAN U — AMa IA T: Add U to your mana pool.	LAN	U	—	AMa		IA
<b>Maze of Ith</b> LAN U ••••• AMa DK T: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.	LAN	U	•••••	AMa		DK	<b>Snow-Covered Mountain</b> LAN U — TWa IA T: Add R to your mana pool.	LAN	U	—	TWa		IA

# HEY!

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•/• Restricted/Banned  
AC Artifact Creature

ART Artifact  
CR Current Rarity

CU Cumulative Upkeep  
EA Enchant Artifact

EC Enchant Creature  
EE Enchant Enchantment

EL Enchant Land  
EN Enchantment

EW Enchant World  
INS Instant

INT Interrupt  
LAN Land

SC Summon Creature  
SOR Sorcery



# TQ QUEST

## players guide



### IMPERIAL FORCES

Name	Description	Type	Dest	Icon	Pow	Abi	FS	Dpl	Frt	Rty
------	-------------	------	------	------	-----	-----	----	-----	-----	-----

**Admiral Motti** Imperial 1 IP, W 3 3 att. 3 5 R  
Deploy -2 if two or more Imperial starships on table. Rebel pilot at same system with Motti have forfeit -1. Adds 2 to power of any starship he pilots.

**Chief Bast** Imperial 2 IP 2 2 2 2 3 U  
If aboard a starship at the start of a battle, can immediately evacuate with one other person to a related site. Power +1 if at same site as Tarkin. Adds 2 to power of any starship he pilots.

**Colonel Wullf Yularen** Imperial 2 W 1 2 2 5 U  
Power +1 if at same site with Tarkin, Chief Bast or General Dodonna.

**Commander Praji** Imperial 2 IP, W 1 2 2 3 U  
Where present, C-3PO or R2-D2 cannot utilize game text. Adds 2 to power of any starship he pilots. On Devastator, also adds 1 to hyperspeed.

**Darth Vader** Imperial 1 IP, W 6 6 Jedi 6 8 R  
When in battle, adds 1 to each battle destiny. Adds 3 power to any starship he pilots. Adds 4 to power and 3 to maneuver when piloting Vader's custom TIE. Immune to attrition less than 5.

**DS-61-2** Imperial 2 IP, W 2 2 2 4 U  
Adds 3 to power of any starship he pilots. On Black 2, also adds 1 to power and may draw one battle destiny if not able to do so otherwise.

**DS-61-3** Imperial 2 IP, W 2 2 2 4 R  
Adds 2 to the power of any starship he pilots. In Black 3 adds 1 to maneuver and may draw a destiny if not otherwise able.

**Death Star Trooper** Imperial 3 W 2 1 2 3 C  
Deploy only on Death Star, but may move elsewhere at -1 power at any site but Death Star.

**SD6-RA-7** Imperial 3 2 2 2 2 4 R  
Adds 3 to the power of any ship he pilots. If on Black 2, adds 2 to maneuver.

**General Tagge** Imperial 1 W 3 3 att. 3 4 R  
Tagge is forfeit +1 for each Imperial trooper of any kind with him at a site.

**Grand Moff Tarkin** Imperial 1 IP, W 4 3 att. 4 6 R  
If with Vader in a battle, may cancel one opponent's destiny draw immediately after it is revealed. Adds 2 to power of any starship he pilots.

**Imperial Pilot** Imperial 3 IP 2 2 2 2 C  
"0" =2 towards ship power on any starship he pilots.

**Imperial Trooper Guard** Imperial 3 1 2 2 1 C  
Cannot move. "0" power during an offensive battle, but =4 when defending.

**Lieutenant Tanbris** Imperial 2 IP 2 2 2 2 3 U  
Deploy -1 for ship weapons on any ship he pilots. Adds 2 power, but subtracts 1 from maneuver, to any starship he pilots.

**Stormtrooper** Imperial 1 W 1 1 1 2 C  
Deploys free at same site as one of your Imperials with ability greater than 2.

### ALIENS

**Dathcha** Alien 2 W 2 2 2 2 U  
"0" Requires 2 force from each players' force pile, or cannot deploy. Deploy only on Tatooine, but may move elsewhere. Power +2 at non-Tatooine sites.

**Dias Pühr** Alien 1 W 1 4 sen. 4 4 R  
Power +1 for each Imperial force icon present. +2 under nighttime conditions. Immune to attrition less than 3.

**Dr. Evazan** Alien 3 IP, W 1 2 2 2 3 R  
Dr. Evazan may immediately "operate" on any hit or disarmed character at same site. Patient is immediately lost. Adds 2 to power of any starship he pilots.

**Felipern Tevagg** Alien 4 W 2 1 2 2 3 U  
To initiate battles at same location as Tevagg, player must use X force, where X=total number of Force icons present. If a droid is present, Tevagg's "game text" is unusable.

**Gorindon** Alien 4 1 1 1 2 3 R  
When at same location as a Rebel of ability greater 2, deploy -1 there for any Imperials and during your move phase, Imperials at an adjacent site may move there for free.

**Jawa** Alien 3 1 1 1 1 C  
To Deploy, "1" force per player. Deploy only on Tatooine, but can move elsewhere.

**Labria** Alien 3 1 1 1 2 3 R  
Once each turn, during your control phase, you may reveal the top card of your reserve deck to both players. If it is a vehicle or starship, card is immediately lost. Otherwise return it to the top of your reserve deck, force pile or use pile.

**Miyooom Onih** Alien 3 1 1 1 3 3 U  
During your control phase you may cause opponent to reveal entire hand by using X force, where X=number of cards in opponents hand. All unique male Rebels or unique male Aliens are discarded.

Name	Description	Type	Dest	Icon	Pow	Abi	FS	Dpl	Frt	Rty
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**Myo** Alien 3 W 3 1 4 5 R  
Power +1 if present with Lirin Car'n or any other bounty hunter. If lost or forfeited as a result of battle. Myo regenerates (place on top of your used pile).

**Ponda Baba** Alien 3 IP, W 2 1 2 3 U  
Power +3 when battling at same site as Dr. Evazan, unless opponent has lightsaber present. Adds 2 to power of any starship he pilots.

**Prophetsess** Alien 2 1 4 sen. 3 2 U  
If you initiate a battle where present you must predict winner beforehand. If correct randomly retrieve one lost card, otherwise lose 1 force. Immune to attrition less than 3.

**Tusken Raider** Alien 2 1 2 1 2 1 C  
"1"=total power of group of Tusken Raiders, as follows: 1=1 power, 2=3, 3=6, 4=10 limit four per site. Deploy only on Tatooine, but may move elsewhere.

**Wuher** Alien 3 2 2 2 2 4 U  
If at the beginning of your control phase any weapons or droids are present at the same site, all of them are lost. If in the Cantina, all weapons and droids there are immediately lost.

### DROIDS

**EG-6** Droid \* 0 1 3 U  
Power +1 for each droid present, except power droids. "0" destiny save for battle, where your power is less than your opponent's, now it is doubled (Once per battle).

**LIN-YBM** Droid 3 2 2 4 C  
Lays mines. OR at any time during your turn may use 1 force to diffuse (lose) any one mine at same site.

**MSE-6 "Mouse" Droid** Droid 0 0 0 0 U  
Deploy on any character targeted by an Utinni effect. Move "mouse" droid, instead of that character, to pick up Utinni effect and bring it back to be fulfilled or canceled. Landspeed=3. Upon delivery, "mouse" droid returns to your hand.

**R1-G4** Droid 3 1 1 3 C  
When aboard a capital starship, adds 1 to power and hyperspeed, and that starship immune to attrition less than 3. Too large for starfighter.

**RA-M9** Droid 4 C  
Deploy on a vehicle (save creature) to add 1 power, maneuver or landspeed. May remain aboard and drive vehicle by itself, without presence. No astromech skill.

**WED-15-1662 "Treadwell"** Droid 3 1 2 3 R  
All your vehicles and droids at the same location are immune to attrition less than 2. Also, if "treadwell" droid is at a docking bay, all your starfighters of the related system are immune to attrition less than 3.

### EFFECTS

**A Disturbance in the Force** Effect 3 U  
During your deploy phase, insert into opponent's reserve deck. Reshuffle when effect reaches top effect cancels, but opponent may not activate any more force that turn.

**Boniss Keeg** Effect 5 C  
Deploy on any non-pilot (save droids) to give that character IP skill. Adds 2 to power of any starship that character pilots. OR deploy on any pilot to add 1 power to any starship affected character pilots.

**Blast Door Controls** Effect 5 U  
Deploy on your side of table. Cancels: Into the Garbage Chute, Flyboy, Narrow Escape, Blast the Door, Kid, and Rebel Barrier.

**Blastor Rack** Effect 3 U  
Deploy on your side of the table. At any time, you may move one of your character weapons from any site to the Blastor Rack. During your deploy phase, weapon may be re-deployed for an expenditure of force equal to the weapon's deploy cost.

**Dark Hours** Effect 4 U  
Select one site under "Nighttime Conditions". If destiny draw is greater than ability score for every character (Draw for each at site) character sleeps (Power, forfeit and ability=0 and game text frozen) until your next turn. Cancel effect.

**Death Star Sentry** Effect 3 U  
Use 2 force to deploy on any Death Star site. Declare one of the following to affect that site and adjacent sites while "sentry" present: Opponent's deploy +1. OR opponent's ability required for battle destiny +1 OR your total power +1.

**Disarmed** Effect 5 R  
If both players have a character with a weapon of same site. Deploy on opponent's character during control phase. Character loses weapon. Is power-1 and may not carry weapons for remainder of game.

**Expand the Empire** Effect 3 R  
Deploy on any capital starship. When that Starship is in a system you control, total power +1 in all related sites.

**Fear Will Keep Them in Line** Effect 4 R  
Deploy on any capital starship. When that Starship is in a system you control, total power +1 in all related sites.

**I Find Your Lack of Faith Disturbing** Effect 5 R  
Use 1 force to deploy on one of your dark jedi. Opponent's total ability or same location is reduced by 2, unless other Jedi present.

**I've lost Astrol** Effect 5 U  
Use 1 force to attempt to knockout a starships astromech or nav computer. If destiny draw is greater than 1, deploy on starship to reduce hyperspeed to zero.

Name	Description	Type	Dest	Rty
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**Jawa Pack** Effect 3 U  
To Deploy, all players must pay 3 force each. Or cannot deploy. All your Jawas forfeit +1.

**Juri Juice** Utinni Effect 4 R  
Deploy on any alien if Cantina, Mos Eisley or Jabba's Sail Barge on table. That alien cannot use ability in battles (if Kabe, she also cannot "steal"). Utinni effect canceled by moving that alien to one of those sites.

**Kessel Run** Utinni Effect 5  
Deploy on Kessel. Target one of your own smugglers at another system. X=parsec distance between tow system. When target reaches Kessel opponent draws destiny. If destiny=0, starship lost, otherwise move to sys and retrieve X force.

**Ket Maliss** Effect 4 C  
Deploy on any non-warrior player to give character W skill, OR deploy on a warrior to add +1 power.

**Lateral Damage** Utinni Effect 4 R  
Deploy on any system. Targeted starships power and forfeit are 0. When target reaches Utinni effect, target draws one destiny. Utinni effect canceled if destiny greater than 2. Otherwise draw again at next move phase until you succeed.

**Luke? Luuuuuke!** Utinni Effect 4 U  
Deploy on any Tatooine site. Target any Rebel. Target is at power and forfeit -1 (-3 if Target is Luke). If Rebel's fortune reaches zero, rebel is lost. Utinni effect canceled when reached by target.

**Macroscan** Effect 3 C  
Use 2 force to deploy near your opponent's reserve deck. At any time, you may use 1 force to look at the top card of that deck. If "Nighttime Conditions" exists anywhere on the table, you may look at the top 3 cards.

**Molator** Effect 3 R  
Deploy on your side. For each unit of ability you have at a battle, you may use 1 force to raise your total power by 1. Ability used in this way cannot also be used to draw destiny.

**Organa's Ceremonial Necklace** Utinni Effect 4 R  
Deploy on any Yavin 4 site. Target one Imperial. When Imperial reaches site, steal necklace. When ever necklace is present during force draw: add 1 to force draw and then pass (no cost) to an adjacent site you control (if any), and so on.

**Reactor Terminal** Effect 3 U  
Use 1 force to deploy on your side of the table. During your control phase, you may return any cards from your hand to the top of your used pile.

**Send a Detachment Down** Utinni Effect 4 R  
Use 2 force to deploy on any Tatooine site (except docking bay). Target any trooper on Death Star. When target reaches Utinni effect, attrition +1 against opponent in all Tatooine battle as long as target remains at same as Utinni effect.

**Sundown** Effect 3 U  
Deploy on any planet system to cause "nighttime conditions" at related sites. During battles there, both sides add one destiny to power only. Spies deploy free to sites under "nighttime conditions".

**Tactical Re-Call** Utinni Effect 4 R  
Deploy on any Yavin 4 site immediately after winning a battle elsewhere. Target a warrior involved in that battle. Target's power and forfeit are -2 (-3 if Leia) until target reaches effect. Effect is then lost.

**Wrong Turn** Effect 3 U  
Use 3 force to deploy on opponent's side of table. All opponent's warriors deploy at +1.

**Your Eyes can Deceive You** Effect 5 U  
Deploy beside either player's lost pile. That pile is turned face down. Cards from that player's life force may not be viewed when they are lost.

### INTERRUPTS

**After** Used Interrupt 4 U  
Cancel any one effect by drawing a destiny less than ability of your highest ability character on table. OR cancel one sense card just played.

**Boring Conversation Anyway** Used Interrupt 5 R  
Cancel either: Report to Lord Vader, S-Comp Link Access, Rebel Planners, Rebel Reinforcements, Gift of the Mentor, Panic, Don't get Lcky, Skywalker, Demotion, Combined Attack, or Surprise Assault.

**Charming to the Last** Last Interrupt 5 R  
If Tarkin and a rebel of ability greater than 2 are involved at same battle, you may add one battle destiny. Add 2 if rebel is Leia.

**Collateral Damage** Last Interrupt 4 C  
If opponent has at least two characters and one weapon at same site, draw destiny. If destiny is less than number of opponent's characters at chosen site, one is lost. (Opponent's choice.)

**Counter Assault** Last Interrupt 3 C  
Use 1 force to cancel a force drain at one location. Draw one destiny for each character, starship and vehicle the opponent has present. Compare your destiny total to opponent's power total. Player with lowest total loses force equal to the difference.

**Dark Collaboration** Last Interrupt 5 R  
If Tarkin and either Tagge or Motti are in a battle together, you may add two battle destiny. OR cancel Restricted Deployment or Rebel Barrier.

**Dark Jedi Presence** Last Interrupt 3 R  
If one of your Jedi is present during any battle, use 1 force to cause all other imperials there to battle x2 power.

**Dark Maneuvers** Used Interrupt 6 C  
Add 2 to maneuver and 1 to power of any starfighter for the remainder of the turn. If it has hyperspace, also add 2 to hyperspace. (Interrupt may even affect the result immediately after a destiny draw together a starfighter's maneuver.)

**Dead Jawa** Last Interrupt 5 C  
If two or more Stormtroopers are present where the opponent has Jawas, target as many Jawas there as desired. If destiny draw is greater than the number of Jawas targeted, they are immediately lost.

**Els Helrot** Used Interrupt 4 U  
Any or all of your characters at one site may attempt to hire transport to any other site. Draw destiny to determine Els' asking price. Pay in that amount of force to accept, otherwise Els leaves (to the last pile).

**Emergency Deployment** Used Interrupt 3 U  
If opponent just initiated a battle where opponent has more than double your power, draw up to 3 cards from your reserve deck. Of those 3, deploy anywhere (no cost) any characters, starships, vehicles, devices or weapons. Any others are lost.

**Evacuate** Used Interrupt 6 U  
Unless Tarkin is aboard, save all characters, weapons, and devices aboard any just-lost capital starship. Relocate them to any planet site.

**Full Scale Alert** Last Interrupt 3 U  
Use 2 force. If destiny draw is less than the number of stormtroopers on the table, all opponent's movement is blocked for the remainder of this turn (except for smugglers and the starships they are aboard).

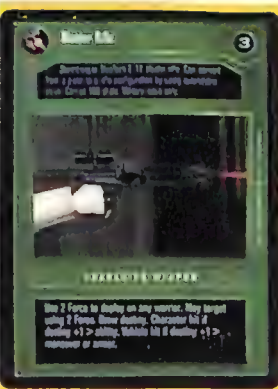


Name	Description	Type	Dest	Rty
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<b>Gravel Storm</b>	Strikes at Dune Sea, Jundland Wastes, Beggar's Canyon, Lar's Moisture Farm, Jawa Camp or Mos Eisley. Target one opponent's character at that site. Target lost if destiny draw is greater ability.	Last Interrupt	3	U
<b>I Have You Now</b>	If a Dark Jedi and a Rebel with ability greater than 2 are involved in the same battle, you may add one battle destiny (add two destiny if Rebel is Luke).	Last Interrupt	5	R
<b>I've Got a Problem Here.</b>	Use 1 force to target an opponent's starfighter at a system where a battle just finished. If destiny draw is greater than maneuver, fighter is lost.	Last Interrupt	4	C
<b>Imperial Barrier</b>	Use 1 force to prevent any character or starship just deployed by opponent from battling or moving for remainder of turn.	Used Interrupt	4	C
<b>Imperial Code Cylinder</b>	Any Imperial leader present with SComp link may glance at reserve cards in any deck for 20 seconds OR if at Death Star site, cancel SComp Link Access or Into the Garbage Chute, Flyboy.	Used Interrupt	4	C
<b>Imperial Reinforcements</b>	If opponent outnumbered you in total characters and starships on table, you may draw destiny. That number of storm troopers and/or TIE fighters may be retrieved from the lost pile.	Last Interrupt	4	C
<b>It's Worse</b>	If It Could Be Worse is in play, it is canceled and you may use X force to raise damage against opponent by X amount. OR if opponent just lost force from a battle play to increase loss by one extra.	Last Interrupt	6	C
<b>Kinton Strider</b>	If opponent just forfeited or lost a character, use 1 force to regenerate the character closest to the top of your lost pile into your hand.	Last Interrupt	1	C
<b>Limited Resources</b>	If the opponent has two or less cards in hand, opponent must immediately lose 2 force (4 force if it is your turn). If the opponent has Fusion Generator Supply Tanks aboard a starship, loss is reduced by 2.	Last Interrupt	5	U
<b>Local Trouble</b>	Use 1 force at the beginning of your battle phase to allow any two stormtroopers in the Cantina to battle any one opponent's characters. You may add one battle destiny. No other battles may occur in the Cantina this round.	Last Interrupt	4	R
<b>Lone Pilot</b>	If any pilot (or permanent pilot) is defending a battle alone at a system, add one battle destiny. OR if Motti is defending a battle alone at a system, add two battle destiny.	Last Interrupt	4	R
<b>Lone Warrior</b>	If any warrior is defending a battle alone at a site, add one battle destiny. OR if Tagge is defending a battle alone at a site, add two battle destiny.	Last Interrupt	4	R
<b>Nevar Yainai</b>	If both players have a spy at the same site, draw destiny. Opponent's spy is destiny greater 2. If a spy is undercover, it is lost if destiny greater than 3.	Last Interrupt	6	R
<b>Omnibox</b>	Shuffle any players reserve deck, lost pile or used pile.	Used Interrupt	5	C
<b>Overload</b>	Target a weapon (save Gaderff sticks or Ewok weapons) if destiny draw is less than weapon's destiny number, weapon is lost. Starship carrying weapon is also lost if destiny equals 0.	Last Interrupt	4	C
<b>Precise Attack</b>	During a battle at any site, target one character or vehicle by combining the destiny draws of two or more weapons at the same site.	Used Interrupt	3	C
<b>Scanning Crew</b>	Use 1 force to glance at the cards in your opponents hand for 10 seconds. You may move any Rebel from there to used pile.	Used Interrupt	3	U
<b>Sense</b>	Cancel one interrupt (or one "react") by drawing a destiny less than the ability of your highest ability character on table. OR cancel one Alter card just played.	Used Interrupt	3	U
<b>Set for Sun</b>	Use 2 force to target one opponent's character. If destiny draw is greater than character ability, character immediately returns to opponents hand. (Along with any deployed cards on character.)	Last Interrupt	2	C
<b>Take!</b>	If both players just drew one battle destiny, use 1 force to switch numbers.	Used Interrupt	4	C
<b>Tallon Roll</b>	Target a Rebel and an Imperial starfighter at same site. Both players total destiny draws with power, you add Maneuver, lowest total loses starfighter.	Last Interrupt	6	R
<b>The Circle is Now Complete</b>	If Obi-Wan and Vader are at same site. Use 1 force to initiate a battle between them. Either Jedi +2 if they have a lightsaber. Loser is out of play and may not be played for remainder of turn.	Last Interrupt	3	U
<b>The Empires Back</b>	If Vader, Tarkin, Motti or Tagge is lost, use 2 force to retrieve into your hand from the lost pile. OR use 4 force to search your reserve deck and put Vader, Tarkin, Motti or Tagge into your hand. Shuffle afterwards.	Used Interrupt	5	U
<b>Trinto Duaba</b>	If there are cards in the opponent's used pile during your battle phase, draw one destiny. All cards there with same destiny number are lost.	Last Interrupt	6	U
<b>Trooper Charge</b>	Select one of your troopers in a battle to make a "charge" at +2 power. If that trooper is a Death Star Trooper, it is power +3 this battle. Trooper must be forfeited at the end of battle.	Last Interrupt	5	C
<b>Tusken Scavengers</b>	Use 1 force and draw destiny. If destiny draw is less than number of Tusken raiders on table, you may scavenge (search) your opponents used pile. All vehicles, weapons or devices you find there are lost.	Used Interrupt	4	C
<b>Umm!</b>	If one of your Jawas is at the same location as any Umm effect, "steal" that Umm effect into your hand, and as your own. OR cancel any interrupt or effect with "Jawa" in the card name.	Last Interrupt	4	R
<b>Vader's Eyes</b>	If Vader is defending a battle alone at a site. Add 1 power and 1 battle destiny. Or if any other Imperial with ability greater than 2 is defending a battle alone at a site, add one battle destiny.	Last Interrupt	6	R
<b>We're All Gonna Be a Lot Thinner</b>	Everything in Trash compactor is lost.	Last Interrupt	4	C
<b>You Overestimate Their Chances</b>	If an opponent has just initiated a battle, triple the resulting battle damage for the eventual loser. OR triple the result of Don't Underestimate Our Chances.	Last Interrupt	5	R
<b>Your Powers are Weak Old Man</b>	During any battle involving both Vader and Obi-Wan, you may add one battle destiny. OR destiny (cancel) either: Return of a Jedi, Jedi Lightsaber, Jedi Presence or Old Ben	Last Interrupt	5	R

## SITES AND SYSTEMS

Name	Description	Type	Dest	Force	Icons	SC	Rty
<b>Alderaan</b>	If you control, force drain +1 for each Death Star site you control.	System	0	0/1	P		R
<b>Dantooine</b>	(R) Your capital ships can deploy at -2 and your starfighters deploy at -1. (E) If you control, force drain +1.	System	0	1/0	P		U
<b>Death Star: Central Core</b>	(E) If you control, Wrong Turn and Retreat the Bridge deploy for free. (R) If you control force drain +1 here and Death Star Tractor Beam is canceled.	Site	0	1/0	I, M, Y	U	
<b>Death Star: Detention Block Corridor</b>	(E) Add 1 to battle destiny draws here. (R) If you control, +1 Force drain.	Site	0	1/0	I, M		C
<b>Death Star: Docking Bay 327</b>	(R) Docking bay transit: 1 force. (E) Docking bay transit: 1 force.	Site	0	1/1	M, X, Y	C	
<b>Death Star: Level 4 Military Corridor</b>	(E) During your move phase, Imperials may move free from here to any one Death Star site. (R) If you control, force drain +1 here.	Site	0	1/0	I, M, Y	U	
<b>Death Star: War Room</b>	(E) If you control, with leader here, all Rebel Troopers and Y-Wings on table forfeit at -1. (R) If you initiate a battle here, add one to battle destiny.	Site	0	2/0	I, M, Y	U	
<b>Kessel</b>	(R) If you control, +1 force drain. (E) If you control, Kessel Run is prevented.	System	0	1/2	P		U
<b>Tatooine</b>	(R and E) If you control, for each starship here, add +1 to power in battles at tatooine sites.	System	0	2/1	P		C



BLASTER RIFLE



BLASTER SCOPE

<b>Tatooine: Cantina</b>	Site	0	2/2	I, P		R	
(E) All aliens, save Tusken Raiders, are at +1 at this site. (R) All aliens you control are at +1 at this site.							
<b>Tatooine: Docking Bay 94</b>	Site	0	1/1	I, X, P	Y	C	
(R) Docking bay transit: 1 force. (E) Docking bay transit: 2 force.							
<b>Tatooine: Jawa Camp</b>	Site	0	1/1	X, P		C	
(E) Your Jawas deploy here for 1 force from you only. (R) All your Jawas are -1 to power and forfeit.							
<b>Tatooine: Jundland Wastes</b>	Site	0	1/1	X, P		C	
(E) Your Tusken Raiders here are +1 forfeit. If you control, +1 to force drain.							
<b>Tatooine: Lar's Moisture Farm</b>	Site	0	1/1	X, P	Y	U	
(E) Add 1 to weapon destiny draws here. (R) If you control, +1 force drain.							
<b>Tatooine: Mos Eisley</b>	Site	0	2/1	X, P		C	
(E) Your Spies, thieves, bounty hunters and smugglers are each power and forfeit +1.							
<b>Yavin 4</b>	System	0	2/1	P		C	
(R and E) If you control, for each of your starships here, your total power is +1 in battles at Yavin 4 sites.							
<b>Yavin 4: Docking Bay</b>	Site	0	1/1	I, X, P	Y	C	
(R and E) Docking transit: 1 force.							
<b>Yavin 4: Jungle</b>	Site	0	1/0	X, P		U	
(R) A Rebel alone here battles at +2 and is immune to attrition. (E) If you control, force drain is at +1							

## STARSHIPS AND VEHICLES

Name	Description	Type	Dest	SC	Pow	Mn	Spd	Dpl	Fr	Rty
<b>Banitha</b>	May carry two passengers. Banitha ability=1/2. May move as a "react" only to a battle or force drain (if within range). Each Tusken Raider at same exterior site is at power +1.	Vehicle	3		1	2	1	1	3	U
<b>Block 2</b>	May add one pilot.	Starfighter	2		1	4		1	3	R
<b>Block 3</b>	May add 1 pilot.	Starfighter	3		1	3		1	3	U
<b>Devastator</b>	May add 6 pilots, 8 passengers, 2 vehicles and 4 TIE Fighters. Has ship docking capability. Permanent pilot aboard provides ability of 2.	Starship	1	Y	8	6	3	8	9	R
<b>Imp. Class Star Destroyer</b>	May add 6 pilots, 8 passengers, 2 vehicles and 4 TIE Fighters. Has ship docking capability. Permanent pilot aboard provides ability of 1.	Starship	1	Y	8	6	3	8	9	U
<b>Life Tube</b>	May carry 4 passengers. Deploys only on I, M, Y sites. May move without presence aboard. Also, may move as a react (to battle and force drain only if within range).	Vehicle	6		0	1	3	1	1	C
<b>Sandcrawler</b>	May carry 8 passengers. Must deploy on tatooine site. May relocate afterwards. Each Jawa at same exterior site is forfeit +1.	Vehicle	3		3		2	2	5	R

<b>TIE Fighter</b>	Starfighter	1		1	3		1	2		C
Deploy at -1 to same system as any imperial capital starships. Permanent pilot aboard provides ability of 1.										
<b>TIE Advanced X1</b>	Starfighter	3		2	2		2	3		U
Permanent pilot aboard provides ability of 1.										
<b>TIE Scout</b>	Starfighter	4		1	1		5	2	3	C
May add 1 pilot and 1 passenger, or 2 passengers. Permanent Pilot aboard provides ability of 1.										
<b>Ubrikkian 9000 2001</b>	Vehicle	2		2	6	3	2	4		C
May carry 3 passengers, also, may move as a react to battles or force drain if in range.										

## WEAPONS AND DEVICES

Name	Description	Type	Dest	Rty
<b>Blaster Scope</b>	Deploy on an Imperial Blaster or Blaster Rifle. Where present during battle, scope allows that weapon to target any character or vehicle at an adjacent site.	Device	4	U
<b>Blaster Rifle</b>	Use 2 force to deploy on any warrior and to target. Character hit if draw +1 greater than ability. Vehicle hit if destiny draw +1 greater than maneuver or armor.	Weapon	3	C
<b>Booster TIE Cannon</b>	Use 1 force to deploy on any TIE advanced x1. May target using 1 force. Capital ship hit if destiny draw -1 is greater than armor. Starfighter hit if destiny draw -1 greater than maneuver.	Weapon	4	U

**Blaster Rifle & Blaster Scope:** Let's face it, there's nothing more satisfying than removing a character from the game, called a Force drain in *Star Wars*. Which is exactly what a Blaster Rifle does: draw destiny +2 over ability and poof—an enemy's minion is gone. But why get directly involved? Use Blaster Scope and target safely from an adjacent site. Like shooting womp rats in Beggar's Canyon!

<b>Caller</b>	Device	6		U
Deploy on Imperial Or Jawa. During control phase, may steal one droid at same site if it is equipped with a restraining bolt. Return restraining bolt to owners hand after droid is stolen.				
<b>CommLink</b>	Device	3		C
Use one force to deploy on any character. If opponent has just initiated a battle or force drain at commLink's location or on an adjacent site, you may "react" by deploying cards (at normal use of force) to that battle or force drain location.				
<b>Dark Jedi Lightsaber</b>	Weapon	2		U
Use X force to deploy on any warrior where X=(7-warrior's ability). Add one to force drain where applicable OR target a character by using X force. Character hit if two destiny draws greater than ability.				
<b>Dark Jedi Lightsaber</b>	Weapon	2		U
Use X force to deploy on any warrior where X=(7-warrior's ability). Use as follows: Add one to force drain where present, OR target character by using X force, hitting if destiny draw twice is greater than character's ability.				
<b>Droid Detector</b>	Device	5		C
Deploy at any interior site. Cannot be moved. All droids must move away (At normal force use) by the end of turn or they are lost. Droids may not deploy to site and if present by end of turn are lost.				
<b>Fusion Generator Supply Tanks</b>	Device	4		C
Deploy on any starship at a system where a related bay site is on table. Adds 1 to hyperspeed, power and maneuver.				
<b>Gaderff Stick</b>	Weapon	4		C
Use 2 force to deploy on any Tusken Raider. May target for free. If a battle has just been initiated where present, draw two destiny. If destiny is greater 5 opponent's weapons knocked away and cannot be used this battle.				
<b>Hon Seeker</b>	Weapon			R
same as other seekers but alien +3.				
<b>Imperial Blaster</b>	Weapon	3		C
Use 1 force to deploy on any warrior. May target using 1 force. Character hit if destiny draw is greater than ability. Vehicle hit if destiny draw greater than maneuver.				
<b>Ion Cannon</b>	Weapon	5		U
Use 2 force to deploy on any Star Destroyer. One force to target. If destiny draw +2 is greater than target's armor or maneuver, all weapons aboard are lost, armor or maneuver =0 and Hyperspeed=0.				
<b>Laser Projector</b>	Weapon	3		U
Use 2 force to deploy at an interior site. Cannot be moved. May target for free. If destiny draw -1 is greater than ability character hit, if destiny draw greater than 2, seeker hit. Laser may be targeted and hit if destiny greater than 1.				
<b>Light Repeating Blaster</b>	Weapon	2		R
Deploy for 2 force on any warrior. If power drain or fusion generator present, may target for 2 force. Character hit if destiny draw +1 is greater than ability, vehicle hit if destiny draw +1 is greater than maneuver. May fire more than once at 2 force a shot.				
<b>Luke Seeker</b>	Weapon	3		R
Same as others, but pilot +3.				

A	Astromech	Dest	Destiny	Force	Force cost	Hyp	Hyperspeed	M	Mobile	(R)	Rebel	SC	SComp	Speed	Land	X	Exterior
Abi	Ability	Dpl	Deploy	Fr	Forfeit	I	Interior	Mn	Maneuver	RP	Rebel Pilot	SEN	Force Sensitive		or Hyperspeed		
att	Force attuned	(E)	Empire	FS	Force amount	IP	Imperial Pilot	P	Planar	Rty	Rarity			W	Warrior		





# players guide

Name	Description	Type	Dest	Rty
<b>Observation Holocam</b>	Device	3	U	
Deploy at any site. Cannot be moved. You may either: Add 1 to weapon destiny for each of your automated weapons there or at adjacent sites. OR a character at an adjacent site you control may add its power to a battle at holocam's site.				
<b>Restraining Bolt</b>	Device	6	C	
Deploy on any droid at any sight. Droid cannot move and cannot use abilities. During your deploy phase, Restraining Bolt may be transferred from one to another droid free at the same site.				
<b>Stormtrooper Backpack</b>	Device	5	C	
Deploy on any trooper. May carry and use any number of weapons and devices. Trooper is immune to attrition less than 3 when at planet site.				
<b>Stormtrooper Utility Belt</b>	Device	4	C	
Use 1 force to deploy on any Imperial or alien. Target's power and forfeit are +1. If on Death Star, power and forfeit are +2.				
<b>Timer Mine</b>	Weapon	2	C	
Automated. Deploy on opponent's side at same site as one of your mining droids. Explodes at beginning of your next turn. Destiny draw indicates number to characters lost (owner's choice). Timer mine is lost also.				
<b>Turbolaster Battery</b>	Weapon	2	R	
Use 3 force to deploy on any star destroyer or any mobile system. May target using 2 force. Capital ship hit if destiny total -2 is greater than armor. Fighter hit if total -5 is greater than maneuver.				
<b>Vader's Lightsaber</b>	Weapon	1	R	
Deploy only on Vader (no cost). You may either: Add 1 to force drain OR Target for free, hitting character (with Forfeit of 0) if destiny draw twice is greater than ability.				

## REBEL FORCES

### CHARACTERS

Name	Description	Type	Dest	Icon	Pow	Abi	FS	Dpl	Frt	Rty
<b>Beru Lars</b>	Rebel	2	1	1	1	3	U			
Forfeit at +2 when at same site as Owen Lars or Hydroponics Station. If lost during the opponent's turn, Luke is power +3 until the end of your next turn.										
<b>Biggs Darklighter</b>	Rebel	2	RP, W	2	2	2	5	R		
Adds 2 to power of starship he pilots. On Red 3, he also adds one to Maneuver and draws one battle destiny if not otherwise able.										
<b>General Dodonna</b>	Rebel	2	W	2	2	3	5	U		
Increases Rebel Planers by 1, doubles it at same site. May use 1 force to cancel Wrong Turn. Each rebel present with him at a Yavin 4 site is power +1.										
<b>Han Solo</b>	Rebel	1	RP, W	3	3	att.	3	6	RR	
Once during a battle, may use 1 force to cancel previous destiny draw and draw again. Adds 2 to the power of any starship he pilots. Adds 2 to maneuver on Millennium Falcon and may draw one destiny if not otherwise able.										
<b>Jek Porkins</b>	Rebel	2	RP, W	2	2	2	4	U		
Adds 2 to power of any starship he pilots. On Red 3, also adds 1 to maneuver and draws one battle destiny if not able to otherwise.										
<b>Leia Organa</b>	Rebel	1	3	3	att.	3	6	R		
All Rebels are +2 with her at same site. Immune to attrition less than 3.										
<b>Luke Skywalker</b>	Rebel	1	RP, W	3	4	sen.	3	7	RR	
You may activate 1 extra force each turn if Luke is present at any non Tatooine site. Adds 3 power to piloting. On Red 5, also adds 2 maneuver. Immune to attrition less than 5.										
<b>Obi-Wan Kenobi</b>	Rebel	1	W	5	6	Jedi	5	9	R	
When present at the start of a battle, may use 1 force to one of opponent's ability of 1 characters (your choice) to move away (for free) or else lose the character. Immune to attrition less than 5.										
<b>Owen Lars</b>	Rebel	2	1	3	Att	2	4	U		
Deploys free at Lars' Moisture Farm. Power +2 if at same site as Beru Lars or Vaporator. If lost during the opponent's turn, Luke is Power +3 till end of turn.										
<b>Pops</b>	Rebel	2	RP, W	2	2	2	4	U		
Adds 2 power to any starship he pilots. On gold 5, he adds 1 to maneuver and draws one battle destiny if otherwise unable.										
<b>Rebel Guard</b>	Rebel	3	1	1	2	1	C			
Cannot move. Power equals 0 during attack, but 4 during defense.										
<b>Rebel Pilot</b>	Rebel	3	RP	2	2	2	C			
=0, =2 towards ship power on any starship he pilots.										
<b>Rebel Trooper</b>	Rebel	1	W	1	1	1	2	C		
Deploys free at site if rebel present with ability of 2 or more.										
<b>Red Leader</b>	Rebel	2	RP	4	2	2	4	R		
Adds 2 power to any starship he pilots. He also adds one maneuver on red 1. +1 to all red ships in same system.										

### ALIENS

Name	Description	Type	Dest	Icon	Pow	Abi	FS	Dpl	Frt	Rty
<b>BoShek</b>	Alien	1	RP	2	4	Sen.	4	3	U	
Adds 3 power to any starship he pilots. May make a Kessel Run in place of smugler. Immune to attrition less than 3.										
<b>Dice Ibegon</b>	Alien	2	2	3	Y	4	3	R		
If present where opponent's character just fired a weapon, may use one force to utilize Dice's poison stinger (once per turn). Target that character. If destiny draw equals ability, target is hit.										
<b>Figurin D'on</b>	Alien	2	1	1	2	4	U			
Once each turn during your control phase, you may use one force to make a wager. Draw three destiny while your opponent draws two. Player with the highest total may randomly select one card to be retrieved from that person's lost pile.										
<b>Jawa</b>	Alien	3	1	1	1	1	C			
To Deploy, =1 force per player. Deploy only on Tatooine, but can move elsewhere.										

Name	Description	Type	Dest	Icon	Pow	Abi	FS	Dpl	Frt	Rty
<b>Kabe</b>	Alien	3	1	1	2	3	U			
During your control phase, may target one weapon or device of opponents in same site. If destiny draw is less than target's destiny number, Kabe steals device to use or weapon to hold and freely transfer to warrior at same site.										
<b>Kal Faini Cndros</b>	Alien	2	RP	1	1	0	5	R		
If both players draw one battle destiny involving Kal, and yours is higher, opponent's destiny reduced to 0. Landspeed equals 3. Adds 2 to the power of capital ships she pilots. Cannot pilot or board starfighters or enclosed vehicles.										
<b>Leesub Sirin</b>	Alien	4	1	3	Att.	3	3	R		
Once each turn during your control phase, may use 1 force to guess a card in opponent's hand and point to it. If pointed card is card guessed correctly, card is lost.										
<b>Mamaw Nadon</b>	Alien	3	1	3	Att.	2	3	U		
During your control phase, may snare (Steal) one Bantha, Dewback, Wampa, Rancor, Bubo, or Dragonsnake.										
<b>Shistavanen Wolfman</b>	Alien	2	W	2	1	3	2	C		
May move to adjacent site as a "read".										
<b>Talz</b>	Alien	3	1	2	1	4	C			
May forfeit in place of any other character hit by a weapon at same site, restoring that character to normal. Any Talz is power +2 under "Nighttime Conditions".										
<b>Wiolela</b>	Alien	2	2	1	1	5	U			
During your control phase, you may use 1 force to target an opponent's vehicle or droid for "purchase". If destiny draw is greater than targets destiny pay force equals to targets deploy number and take target.										

### DROIDS

Name	Description	Type	Dest	Pow	Dpl	Frt	Rty
<b>C-3PO</b>	Droid	3	1	3	4	R	
Total power at same site is +2 for each of your droid/rebel pairs.							
<b>CZ-3</b>	Droid	3	1	1	4	C	
If opponent has just initiated a battle of force drain at or adjacent to CZ-3's location, you may "react" by deploying cards (at normal use of the force) to that battle or force drain location.							
<b>LIN-V8K</b>	Droid	3	2	4	C		
Lays mines. OR at any time during your turn may use 1 force to diffuse (lose) any one mine at same site.							
<b>R2-K2</b>	Droid	4	1	1	3	C	
While aboard any starfighter, adds 1 to power, maneuver and hyperspeed.							
<b>R4-E1</b>	Droid	4	1	1	3	C	
Deploy on a vehicle (save creature vehicles) to add 1 to power, maneuver and landspeed. May remain aboard and drive vehicle, without presence, no astromech ability.							
<b>2X-3KPR</b>	Droid	3	1	1	3	U	
Where present under "nighttime conditions", each of your Rebels and aliens at same planet site are power +2 and also have immunity to attrition less than 3 if a Hydroponics Station is present.							
<b>WED-9-M1</b>	Droid	4	1	2	3	R	
Maintenance Droid. All your vehicles and Droids at same site are immune to attrition less than 2. Also, if "bomba" droid is at a docking bay, all your starfighters at the related system are immune to attrition less than 3 and may cancel lateral damage.							

### EFFECTS

Name	Description	Type	Dest	Rty
<b>A Tremor in the Force</b>	Effect	3	U	
During your deploy phase, insert this card in opponent's reserve deck. Reshuffle. When this card is exposed it is lost, but opponent may not activate any more force this turn.				
<b>Affect Mind</b>	Effect	5	R	
Use 1 force on any of your Jedi. Unless Dark Jedi also present, opponent's total ability reduced by 2.				
<b>Beggar</b>	Effect	3	R	
Use 3 force to deploy on any exterior Tatooine site; free at Beggar's Canyon. You may use any amount of force in your opponent's force pile a turn. Beggar is lost if you use more than one.				
<b>Crash Site Memorial</b>	Effect	5	U	
Deploy on your side of table. You may place lost vehicles, droids, weapons and devices here instead of lost pile. Once each turn, during your deploy phase, you may exchange any one hand card with one card from here.				
<b>Death Star Plans</b>	Unimi Effect	6	R	
Deploy on any Death Star site. (save docking bay) Target one of your droids not on Death Star. When target reaches effect, steal plans. If target then moves to Yavin 4 site, draw 3 destiny. Retrieve that most lost one. Lose effect.				
<b>Demotion</b>	Effect	3	R	
Use 2 force to deploy on any Imperial, except Vader, Emperor Palpatine, or stormtrooper. That Imperial is at -2 and cannot use "game text".				
<b>Disarmed</b>	Effect	5	R	
If both players have a character with a weapon at same site. Deploy on opponent's character during control. Character loses weapon is power -1 and may not carry weapons for remainder of game.				
<b>Ellors Madak</b>	Effect	5	C	
Deploy on any non-pilot character, (save droids) to give that character P skill. Adds 2 to power of any starship that character pilots. OR deploy on any pilot to add 1 to power of any starship character pilots.				
<b>Eyes in the Dark</b>	Effect	5	U	
Deploy beside either player's lost pile. That pile is turned face down and cards placed there (cannot be viewed when they are lost).				
<b>Jawa Siesta</b>	Effect	3	U	
To deploy (on your side of table) requires 3 force from both players' force piles. Cannot deploy otherwise. All your Jawas are forfeit +1.				
<b>K'lor Slug</b>	Effect	3	R	
Deploy on your side of table. For each unit of ability available at a battle, you may use 1 force to raise total power by 1. ability used in this way cannot be used to draw destiny.				
<b>Lightsaber Proficiency</b>	Effect	4	P	
Deploy on any character with ability greater than 2 and a lightsaber. That character is power +3 in battles or may add 1 to force drain where present. Effect lost if lightsaber lost.				
<b>Manitillan Savrip</b>	Effect	3	R	
Use 3 force to deploy on your side. (free with C-3PO). After losing a battle, characters ships and vehicles may be forfeited directly from your hand to reduce attrition.				

Name	Description	Type	Dest	Rty
<b>Nightfall</b>	Effect	3	U	
Deploy on any planet system to cause "nighttime conditions" at related sites. During battles there both sides add one destiny to power only. Spies deploy free to affected sites.				
<b>Obi-Wan's Cape</b>	Effect	4	R	
2 force on deploy on rebel or alien. Immune to attrition less than 5. At start of battle, use 1 force to cause opponent's character of ability =1 to move away or be lost.				
<b>Pasmoid Armor</b>	Unimi Effect	5	U	
Deploy on Death Star site where a Stormtrooper was just lost. Target one of your characters not on Death Star. When target reaches site, may "steal" armor. Character gains spy skill, power+2, Forfeit +2, and immunity to weapon destiny less than 6.				
<b>Rebel Planers</b>	Effect	4	R	
Use 1 force to deploy at Massassi War Room or any docking bay. Adds X total power of your starships at the related system. Where X= the number of your starships present.				
<b>Revolution</b>	Effect	4	R	
Use 3 force to deploy on any location. Rotate the location so that the icons and game texts reverse. If revolution is cancelled, location rotates back to normal.				
<b>Rygar Kyried</b>	Effect	4	U	
Deploy on any non-smuggler to give that character smuggler skill. OR deploy on any smuggler. That character is power +1.				
<b>Sai'torr Kal Fos</b>	Effect	4	C	
Deploy on any non-warrior character (save droids) to give that character W skill. OR deploy on a Warrior to give +1 to power.				
<b>Special Modifications</b>	Effect	3	U	
Use 1 force to deploy on any starship to add 2 to its armor or maneuver. If on Millennium Falcon with Han, Lando or Chewie piloting, add 2 also to power and forfeit.				
<b>Traffic Control</b>	Effect	3	U	
Use 1 force to deploy on your side of table. During your control phase, you may return any cards from your hand to the top of your used pile.				
<b>Tusken Breath Mask</b>	Unimi Effect	4	U	
Deploy on any Tatooine site where you have just won a battle. Target one of your characters not on Tatooine. Upon reaching, target takes mask, gaining +2 to power and forfeit and immunity to attrition equal to 3, but only while on Tatooine.				
<b>Yavin Sentry</b>	Effect	3	U	
Use 2 force to deploy at any Yavin 4 site. Declare one of the following to affect that and adjacent sites while sentry present: Opponent's deploy +1. OR opponent's ability required for battle destiny +1. OR your total power +1.				
<b>Yerka Mig</b>	Unimi Effect	3	U	
Deploy at any location. You may move Mig like a character. Target an opponent's character, who may apprehend (cancel) Mig by reaching same location. All battles until then at same or adjacent sites are at power -1.				

### INTERUPTS

Name	Description	Type	Dest	Rty
<b>A Few Maneuvers</b>	Used Interrupt	6	C	
Add 2 to hyperspeed and maneuver of any starfighter for the remainder of this turn (interrupt may even affect the result right after a destiny draw targeting the fighter's maneuver).				
<b>Alter</b>	Used Interrupt	4	U	
Cancel any one effect by drawing a destiny less than ability of your highest ability character on table. OR cancel one sense card just played.				
<b>Beru Siew</b>	Lost Interrupt	4	U	
Each player must immediately activate 2 force. Also, you may activate 1 additional force for Owen Lars, Beru Lars, and for each Hydroponics Station on table.				
<b>Birth Shuffle, The</b>	Used Interrupt	5	C	
Shuffle any players reserve deck, lost pile or used pile.				
<b>Canino Brawl</b>	Lost Interrupt	5	R	
Use 2 force to cause a fight to break out in the Canino. If destiny draw equals destiny on any characters, they are lost.				
<b>Collision!</b>	Lost Interrupt	4	C	
Use 1 force to play at a system where opponent has at least two starships. If destiny draw is less than number of opponent's ships there, one is lost.				
<b>Combined Attack</b>	Lost Interrupt	4	C	
During Battle at any system, target one starship by combining the destiny draws of two or more of your starship weapons at same system.				
<b>Don't Get Lucky</b>	Lost Interrupt	5	R	
If Luke and Han are in battle together, you may add two destiny. Or if the opponent just initiated a battle at any system, destroy one TIE fighter of your choice				
<b>Don't Underestimate Our Chances</b>	Lost Interrupt	4	C	
If an opponent has just initiated a battle, triple the resulting battle damage of the eventual loser. OR triple the result of "You Overestimate Their Chances"				
<b>Droid Shutdown</b>	Used Interrupt	6	C	
Cancel any attempt to steal, destroy or capture one of your droids. Droid is protected for remainder of turn.				
<b>Escape Pod</b>	Used Interrupt	6	U	
Save all characters, weapons, and devices aboard any just-lost capital starship. Relocate them to any planet site				
<b>Friendly Fire</b>	Lost Interrupt	4	C	
If opponent has at least two opponents and one weapon, draw destiny. If destiny is less than number of opponents characters at chosen site, one is lost. (Opponent's choice.)				
<b>Gift of the Mentor</b>	Lost Interrupt	5	R	
If Luke or Obi-Wan are in a battle together, you may add two battle destiny. OR use 1 force and look through your reserve deck and take any one lightsaber into your hand. Reshuffle.				
<b>Han's Back</b>	Lost Interrupt	3	U	
If Han is lost, use 1 force to retrieve him. OR use 3 force and look through your reserve deck and place him into your hand. Reshuffle.				
<b>Han's Dice</b>	Used Interrupt	3	C	
If one of your characters of ability greater than 2 is on a battle, use 1 force to draw another battle destiny instead of the one you just drew.				
<b>Hear Me Baby, Hold Together</b>	Used Interrupt	5	C	
If the opponent just fired one starship weapon against one of your starships, each opponent's weapon destiny is reduced by 2.				
<b>Help Me Obi-Wan Kenobi</b>	Used Interrupt	3	R	
If Obi-Wan is at a site you control, he may apply any amount of his ability toward drawing a battle destiny at other locations. Ability he uses this way cannot be used in another way. OR one rebel may move as a react to an adjacent site.				
<b>How Did We Get Into This Mess</b>	Used Interrupt	4	U	
If one of your droids is at the Dune Sea or where there is a Scomp link, use 1 force to discard your entire hand to your used pile. Draw the same number of cards as was discarded. Plus, 1 if droid at site is C-3PO or R2-D2				



Name	Description	Type	Dest	Rty
<b>Hyper Escape</b>	Cancel a battle just initiated at any system by moving all your starships away from location. (Using force normally)	Used Interrupt	5	C
<b>I've Got a Bad Feeling About This</b>	Initiate battle at a location where you have less power than your opponent. If you lose, no result. If you win, opponent's losses are doubled. (Tripled if An present)	Used Interrupt	4	C
<b>Into the Garbage Chute, Flyboy</b>	Cancel any battle just initiated at another Death Star site by moving all your characters involved to the Trash Compactor (if on table).	Used Interrupt	6	R
<b>It Could Be Worse</b>	If you must lose force for any reason, reduce loss by X amount by using X force.	Used Interrupt	4	C
<b>Jedi Presence</b>	If one of your Jedi is present during any battle, use 1 force to cause all other rebels there to battle x2 power.	Lost interrupt	3	R

Name	Description	Type	Dest	Rty
<b>Skywalkers</b>	If Luke and Leia are in battle together, you may add two battle destiny. Or cancel Imperial Barrier, Wrong Turn or Retreat the Bridge.	Lost interrupt	5	R
<b>Solo Han</b>	If Han is defending a battle alone at a site, add two battle destiny. Or, if any alien is defending a battle alone at a site add one battle destiny.	Lost interrupt	4	R
<b>Spaceport Speeders</b>	Sell one of your vehicles or droids at Mos Eisley or same site as Woslees. Draw two destiny (three destiny if vehicle is Luke's X-34 Landspeeder). The total is the offer which you must accept. Activate that much force: then lose vehicle or droid.	Used Interrupt	6	U
<b>Suprise Assault</b>	Use 1 force to cancel a force drain at one location by drawing one destiny for each of your opponent's vehicles, characters and starships at the site. Compare destiny totals with opponents power totals. Difference between two numbers drained from loser.	Lost Interrupt	3	C



RESTRAINING BOLT



CALLER

**Restraining Bolt & Caller:** These couldn't have more obvious applications, but they're still cool. Use Restraining Bolt to keep a droid frozen and under wraps until you can get rid of it. Or better, use Caller and make that pesky droid your own. Try it on a C-3PO or a CZ-3. That'll solve a potential droid problem.

<b>Kroyt Dragon Howl</b>	Lost interrupt	4	R
If Obi-Wan is defending a battle alone. Add 1 power and one battle destiny, or if any other Rebel with ability greater than 2 is defending, add one battle destiny.			
<b>Leia's Back</b>	Lost Interrupt	3	U
If Leia is lost, use one force to retrieve her from the lost pile. Or use 3 force to search your reserve deck and put Leia into your hand. Shuffle afterwards.			
<b>Luke's Back</b>	Lost Interrupt	3	U
If Luke is lost, use 1 force and retrieve him from the lost pile. OR use 3 force and search for Luke in your reserve deck and place him in your hand. Reshuffle afterwards.			
<b>Nabru Leids</b>	Used Interrupt	4	U
Any and all of your characters at one site may hire Nabru for transport to any other site.			
<b>Narrow Escape</b>	Used Interrupt	5	C
Cancel a battle just initiated at any site where rebel of greater than 2 ability present, by moving all involved characters away from site, at normal use of force.			
<b>Noble Sacrifice</b>	Lost interrupt	3	R
If opponent just deployed a character, sacrifice from table, one of your characters with the same power (even captives). You may retrieve force equal to characters forfeit value.			
<b>Old Ben</b>	Lost Interrupt	3	C
Use 1 force if any of your characters (save Obi-Wan) was just forfeited from Tatooine site. Mystical "crazy wizard" steps in and revives (redisplay for free) that character back to same site.			
<b>On the Edge</b>	Lost Interrupt	2	R
Use 1 force to target 1 Rebel (on table) of ability greater than 2. Choose a number 1 to 6. You may retrieve that amount from your lost pile if you now draw destiny greater than chosen number. If you don't, Rebel lost.			
<b>Out of Nowhere</b>	Used Interrupt	5	U
If opponent has just initiated a battle at a system where you have a starship with maneuver greater than three, use 1 force and draw another battle destiny.			
<b>Panic</b>	Used Interrupt	4	U
If opponent just initiated a battle where opponent has more than double your power, draw up to 3 cards from your reserve deck. Of those 3, play anywhere any characters, starships, vehicles, devices or weapons at no force cost.			
<b>Radar Scanner</b>	Used Interrupt	3	C
If you have at least one vehicle or starship on table, use 1 force to glance at the cards in your opponents hand for 10 seconds. You may any Jawa (Save Oathcha) or Tusken Raider, from there to used pile.			
<b>Rebel Barrier</b>	Used Interrupt	4	C
Use 1 force to prevent any character or starship just deployed by the opponent from battling or moving for the rest of the turn.			
<b>Rebel Reinforcements</b>	Lost Interrupt	4	C
If opponent outnumber you in total characters and starships on table, use 1 force and draw destiny. Draw number is amount of rebel troopers and/or Y-wings that may be retrieved from lost pile.			
<b>Return of a Jedi</b>	Lost Interrupt	3	U
If Obi-Wan is lost, use 1 force to retrieve him from the lost pile. OR use 3 force to search through your reserve deck and take Obi-Wan into your hand. Reshuffle.			
<b>Scamp Link Access</b>	Used Interrupt	3	C
If one of your "R" unit droids is at any scamp link, you may: Glance at the cards in any reserve deck for 20 seconds. Shuffle. Or, if also at a Death Star site, cancel "We're All Gonna Be A Lot Thinner", or "Boring Conversation Anyway."			
<b>Sense</b>	Used Interrupt	3	U
Cancel one interrupt (or one "react") by drawing a destiny less than the ability of your highest ability character on table. Or, cancel one Alter card just played.			

<b>Thank the Maker</b>	Lost Interrupt	3	R
Use 1 Force during opponent's control phase if you have a droid on the table and were drained of at least 5 force. Destiny draw equals number of cards randomly selected and retrieved from the lost pile.			
<b>The Force is Strong with This One</b>	Lost Interrupt	5	R
If Luke and an Imperial with an ability > 2 are involved in the same battle, you may add one battle destiny (add two destiny if Imperial is Vader).			
<b>This is All Your Fault</b>	Used Interrupt	4	U
Sacrifice a droid to cancel all attrition against you at same site this turn. OR re-target an opponent's weapon to one of your droids at the same site. If droid is lost, use original targets forfeit number.			
<b>Ultim!</b>	Used Interrupt	4	R
If one of your Jawas is at the same location as any Ultim effect, "steal" that Ultim effect into your hand, and use as your own. OR cancel any interrupt or effect with "Jawa" in the card name.			
<b>Warrior's Courage</b>	Lost Interrupt	4	R
If any warrior is defending a battle alone at a site, add one battle destiny. Or if Leia is defending, add two battle destiny.			
<b>We're Doomed</b>	Used Interrupt	5	C
If you have less than 15 Life Force, Play during opponents control phase. Until the end of turn, all losses to your Force File are reduced in half (round down) unless C-3PO or R2-D2 are on table, then round up.			

## SITES AND SYSTEMS

Name	Description	Type	Dest	Force	Icons	SC	Rty
<b>Death Star: Detention Block C.R.</b>	Site	0	0/1	I, M, Y	U		
(R) If you control, force drain +1 and all captured characters released.							
<b>Death Star: Docking Bay 327</b>	Site	0	1/1	I, X, MY	C		
(R and E) Docking Bay Transit: 1 force							
<b>Death Star: Trash Compactor</b>	Site	0	0/0	I, M	U		
(R) Can deploy here without presence. If you control, force drain +1							
<b>Tatooine: Cantina</b>	Site	0	2/2	Lp	R		
(R) you allies here are power +1. (E) Same, save husken raiders.							
<b>Tatooine: Docking Bay 94</b>	Site	0	1/1	I, X, P, Y	C		
(R) Docking Bay transit: 1 force. (E) Docking Bay transit: 2 force.							
<b>Tatooine: Dune Sea</b>	Site	0	1/1	X, P	C		
(E) Total ability of 6 or more needed for you to draw battle destiny here.							
<b>Tatooine: Jawa Camp</b>	Site	0	1/1	X, P	C		
(R) Your Jawas deploy here for 1 Force from you only. For Free in Sandcrawler present.							
<b>Tatooine: Lars' Moisture Farm</b>	Site	0	2/1	X, P, Y	C		
(R) Owen Lars, Benu Lars and Luke deploy at -1. (E) Add 1 to weapon destiny draws here.							
<b>Tatooine: Mos Eisley</b>	Site	0	2/1	X, P	U		
(R) During your control phase, you may move freely from here directly to Cantina and back.							
<b>Tatooine: Obi-Wan's Hut</b>	Site	0	2/0	X, P	R		
(R) Obi-Wan deploy's -3. (E) If you Control, Force Drain +1.							
<b>Yavin 4: Jungle</b>	Site	0	1/0	X, P	C		
(R) A rebel alone here battles at +2 and is immune to attrition. (E) if you control, force drain is at +1.							
<b>Yavin 4: Massassi Throne Room</b>	Site	0	1/0	I, P	R		
(R) if this is your starting location, Light side goes first. (E) if you control, force drain +1.							
<b>Yavin 4: Massassi War Room</b>	Site	0	2/0	I, P, Y	U		
(R) If you control, with a leader here, all stormtroopers and TIE's on table are forfeit -1. (E) if you initiate a battle here, add one battle destiny.							
<b>Yavin: Docking Bay</b>	Site	0	2/1	I, P	C		
(R) Can transport for 1 force. (E) Can transport for 1 force.							

## STARSHIPS AND VEHICLES

Name	Description	Type	Dest	SC	Pow	Mn	Spl	Dpl	Frt	Rty
<b>Corellian Corvette</b>	Starship	1	RPA	Y	5	4	3	4	8	U
May add 3 pilots, 4 passengers and 1 vehicle. Has ship docking capability. Permanent pilots aboard provides ability of 1.										
<b>Lift Tube</b>	Vehicle	6	0	1	1	1	1	1	1	C
May carry 4 passengers. Deploys only on LM sites. May move without presence aboard. Also, may move as a react (to battle and force drain only, if within range.)										
<b>Sandcrawler</b>	Vehicle	3	3	3	2	5	5	5	5	R
May carry 8 passengers. Must deploy on Tatooine site. May relocate afterwards. Each Jawa at same exterior site is forfeit +1.										
<b>SoroSorb Y-35 Landspeeder</b>	Vehicle	4	0	4	2	3	3	3	3	C
May carry 4 passengers. Moves free if Owen Lars, Benu Lars, or Luke aboard. Also, may move as a "react" only to a battle or force drain (if within range)										
<b>X-34 Landspeeder</b>	Vehicle	3	1	5	2	4	4	4	4	U
May carry 3 passengers. Moves free if Luke aboard, also, may move as a "react" only to a battle or force drain (if with range).										

## WEAPONS AND DEVICES

Name	Description	Type	Dest	Rty
<b>Caller</b>	Device	6		U
Deploy on Rebel Or Jawa. During control phase, may steal one droid at same site if it is equipped with a restraining bolt. Return restraining bolt to owners hand after droid is stolen.				
<b>Electrobinoculars</b>	Device	3		C
Use 2 force to deploy on warrior. At any time, you may peek at the top card of your reserve deck by using 1 force. You may choose to move that card to the top of the force pile.				
<b>Fusion Generator Supply Tanks</b>	Device	4		C
Deploy on any starship at a system where a related docking bay site exists on table. Adds 1 to hyperspeed, power and maneuver.				
<b>Hydroponics Station</b>	Device	4		U
Use 1 force to deploy on any Exterior Tatooine site. Cannot be moved. When activating force, the first card may be drawn directly into your hand. If a Vaporator is on the table. The second card may also be drawn into your hand.				
<b>Restraining Bolt</b>	Device	6		C
Deploy on any droid at any sight. Droid cannot move and cannot use abilities. During your deploy phase, Restraining Bolt may be transferred from one to another droid free at the same site.				
<b>Targeting Computer</b>	Device	3		U
Use 2 force to deploy on any star ship. Adds 1 to starship's maneuver. If this starship is using a weapon during a battle, you may free that weapon twice, separately or combined. Subtract 1 from each destiny draw when firing.				
<b>Tatooine Utility Belt</b>	Device	4		C
Use 1 force to deploy on any rebel or alien. While on Tatooine, that character's power and forfeit are +2.				
<b>Vaporator</b>	Device	4		C
Use 1 force to deploy on any Tatooine site. Cannot be moved. Protects all characters at same or adjacent site from Gravel Storm.				
<b>Blaster</b>	Weapon	3		C
Use 1 force to deploy on any warrior. May target using 1 force. Character hit if destiny draw is greater than ability. Vehicle hit if destiny draw greater than maneuver.				
<b>Blaster Rifle</b>	Weapon	3		C
Use 2 force to deploy on any warrior. 2 force to target. Character hit if destiny draw +1 greater than ability, vehicle hit if destiny draw +1 greater than maneuver or armor.				
<b>Han's Heavy Blaster Pistol</b>	Weapon	2		R
Use 1 force to deploy on Han, 3 on any other warrior. May target using 1 force. If destiny draw +1 is greater than ability, character hit. If destiny +1 greater and maneuver, vehicle hit. If hit by Han, Target is forfeit 0.				
<b>Jedi Lightsaber</b>	Weapon	2		U
Use X force to deploy on any warrior where X=(7-warrior's ability). Add one to force drain where applicable OR target a character by using X force. Character hit if two destiny draws greater than ability.				
<b>Leia's Sporting Blaster</b>	Weapon	5		U
Use 1 force to deploy on Leia, 2 on others. May target for free. Character hit if destiny draw -1> ability. Vehicle hit if destiny draw -1> maneuver or Armor. If hit by Leia, target's forfeit equals 0.				
<b>Obi-Wan's Lightsaber</b>	Weapon	1		R
Deploy only on Obi-Wan (no cost). You may either: Add 1 to force drain OR Target for free, hitting character (with Forfeit of 0) if destiny draw twice is greater than ability.				
<b>Proton Torpedoes</b>	Weapon	4		C
Use 1 force to deploy on any X-wing, Y-wing or B-wing. May target using 1 force. Draw Destiny. Capital Ships hit if destiny greater than armor, Fighters hit if destiny greater than maneuverability.				
<b>Quad Laser Cannon</b>	Weapon	4		U
Use 2 force to deploy on Corellian Corvette or Millennium Falcon. May target using 1 force. Capital starship hit if destiny draw is greater than armor, Starfighter hit if destiny draw +1 greater than maneuver.				
<b>Tagge Seeker</b>	Weapon	3		R
Use 1 force to deploy on opponent's side at any unoccupied site. Moves during your control phase (like a character) at normal use of force. When at same location as Tagge or warrior of ability less than 3, one is lost along with Seeker.				
<b>Tarkin Seeker</b>	Weapon	3		R
Use 1 force to deploy on opponent's side at any unoccupied site. Moves during your control phase (like a character) at normal use of force. When at same location as Tarkin or Alien of Ability less than 3, one is lost along with Seeker.				
<b>Timer Mine</b>	Weapon	2		C
Automated. Deploy on opponent's side at same site as one of your mining droids. Explodes at beginning of your next turn. Destiny draw indicates number to characters lost (owner's choice). Timer mine is lost also.				

A Astromech  
Abi Ability  
att Force attuned

Dest Destiny  
Dpl Deploy  
(E) Empire

Force Force cost  
Frt Forfeit  
FS Force amount

Hyp Hyperspeed  
I Interior  
IP Imperial Pilot

M Mobile  
Mn Maneuver  
P Planet

R Rebel  
RP Rebel Pilot  
Rty Rarity

SC Scomp  
SEN Force Sensitive

Speed Land  
or Hyperspeed  
W Warrior

X Exterior



# Swan Song



## Rick Swan's unique take on the world of gaming

### CHEESE QUIZ

It seems like only yesterday when you could count the number of card games on one hand and have enough fingers left over to pick your nose. In the three years since *Magic*, however, we've been deluged. It's getting hard to keep up.

But you've kept up, haven't you? You know what's out there. You've even kept track of the weird stuff, right?

Let's find out.

Below are 10 rarities, misfires and oddballs from the recent past. But not all of them are real. Can you spot the fakes? As a bonus, to help you with your shopping, we'll rate them on a scale of one to five slices of cheese; the more cheese, well, the cheesier the game.

1. **Cardmaster.** Turning *Advanced Dungeons & Dragons* into a card game must've sounded like a good idea at the staff meeting. But it didn't quite pan out. Draw a card, fight a monster, draw a card, fight a monster, draw a card... Z-z-z-z-z... 🧀🧀

2. **Road Kill.** Ever since Milton Bradley published *Mille Bornes* in 1962, car race games have been an industry staple. *Road Kill*, however, never gets out of first gear. The car cards weave a little, move forward a little, move back a little. The end. Worse, you don't really get to kill anything. 🧀

3. **Zodiac.** If this game, the first (and final) entry in the *Eurodeck* series, played half as good as it looks, it might have been a monster. But it's a mouse. Players construct Houses of Heaven by expending Astrology Points to acquire Aries, Leo and Aquarius cards. Elliptic Moons, which resemble little Bill Clintons, earn bonus cards of the player's choice. It's all dumb luck. Psychics might like it, though. 🧀🧀🧀

4. **Whimsy Cards.** Before they hit the big time with *Everway* and *Vampire: The Masquerade*, Jonathan Tweet and Mark Rein-Hagen were cranking out low-budget quick-

ies like *Whimsy*. Players receive a random assortment of Pity, Malice and Horrible Failure cards, then introduce them during a roleplaying adventure "to increase suspense and surprise." How that's supposed to work, exactly, is never made clear, but it's a cute idea. 🧀🧀🧀

5. **Credo.** Hey, kids! Let's invent a religion! Begin with a Church Display, add a few Articles of Faith, and if you play your Doctrine Cards right, you'll be swarming with drooling disciples. The first player to attract 11 million droolers wins the game. Hallelujah! 🧀🧀🧀🧀🧀

6. **Star Fleet Missions.** This modest effort beat the *Star Trek: The Next Generation Customizable Card Game* by two years. Federation, Klingon and Romulan starships are dispatched to negotiate with the evil Tholians, deliver vaccine to Dengue Fever victims and rescue captives of the Volcano God. Blah art, so-so rules, nice try. 🧀🧀🧀

7. **Monopoly.** Question: Is it possible to translate the world's most popular board game into an engaging, easy-to-learn card game by ditching the original's real estate rules and substituting a Rummy-like system that requires players to put together four-card property sets? Answer: No. 🧀

8. **Frog Juice.** In this goofy fantasy game, recommended for "all ages over 8," you accumulate power cards by combining the proper ingredient cards. Mix a Monkey Powder with a Shrinking Brew, and—poof!—you get a Moon Dust. Other cards represent Toadstools, Handsome Princes and Uglifying Spells. This is for grown-ups? 🧀🧀🧀

9. **World Class Dudes.** Brain-dead? Then I've got a history lesson for you. This collectible card game—I've seen one expansion set, and there may be others—features memorable figures from the past as envisioned by Beavis and Butt-head. I'm talking about the Soldier Dude That Lost Waterloo and the Artist Dude That Cut Off His Ear. Play 'em or trade 'em. Would I make this up? 🧀

10. **Creatures and Cultists.** Players create their own cults, rated for Conjuring and Thuggery, then compete for the privilege of destroying the planet. Mondo cards improve the fortunes of friendly cults, sorcery cards sabotage your enemies. And don't neglect to stockpile plenty of Fuggly Points, which you'll need to summon your favorite deity. Keep a deck on hand in case Satan drops by! 🧀🧀🧀🧀

So which ones are the phonies? Read the fourth, 11th, and 30th words in the first paragraph.

Rick Swan prefers mozzarella, jack and ricotta, in that order.





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